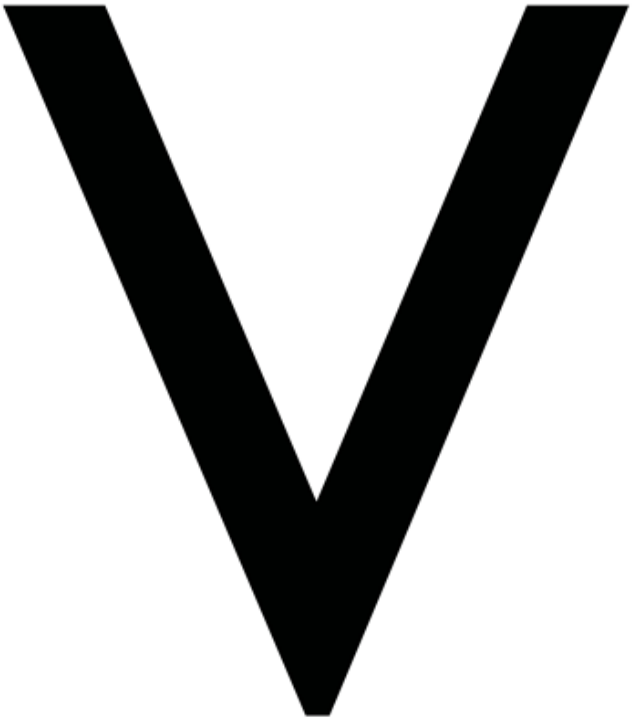
V.4.3.0

User Manual



VOCALOID™4

Editor

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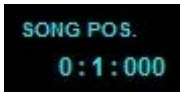

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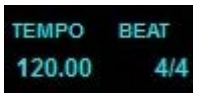

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Introduction

Thank you for using VOCALOID4 Editor.
VOCALOID4 Editor is now easier to use than previous versions of VOCALOID Editor, for application in a wide variety of situations from music production in a professional environment to music production at home.
You now have access to new parameters and functions that will allow an even broader range of expression, so that you can enjoy a deeper experience in the VOCALOID universe.

Precautions & Notes

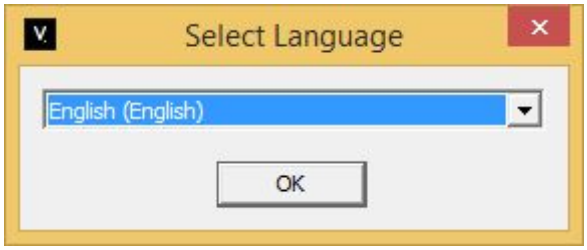
- Activation of VOCALOID Editor requires that the computer is connected to the Internet.
- For more information about activation, see the included "Read Me First".
- Use of VOCALOID4 Editor requires Voice Banks, available separately.
- Be sure to install at least one Voice Bank.
- For more information about supported Voice Banks, see the "VOCALOID™ Official Website".
  http://www.vocaloid.com/en/
- VST is a trademark of Steinberg Media Technologies GmbH.
- Windows is a registered trademark of Microsoft Corporation.
- VOCALOID4 Editor can load and convert files created by the original VOCALOID, VOCALOID2, and VOCALOID3 applications.
- The images shown in this manual are from Windows 8.1.

Quick Start Guide

In this section, we'll provide brief and simple explanations of VOCALOID4 Editor operations.
For more information about each menu and tool, see "Names and Functions".

Getting Started

Click the icon to launch the VOCALOID4 Editor application.
When the "Select Language" window appears, select a language and click "OK".



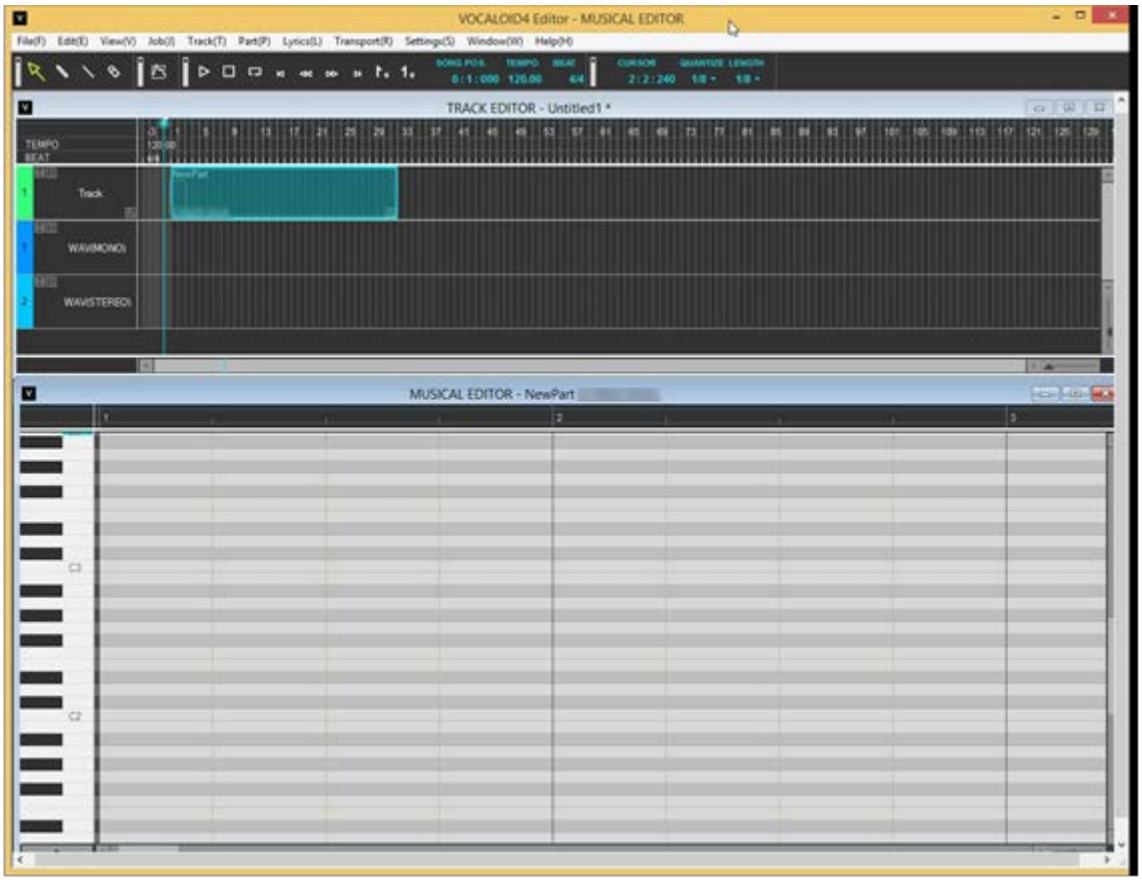
If a message appears indicating that no audio device (output destination) has been set, click "OK" to proceed to the Audio Device (Output Destination) Settings window.

For more information about audio device settings, see the "Audio Settings" tab in "Preferences" in the "Settings" menu.

Simple Playback Procedure

Step 1: Create a New Sequence

When you launch the VOCALOID4 Editor application, a new sequence opens.



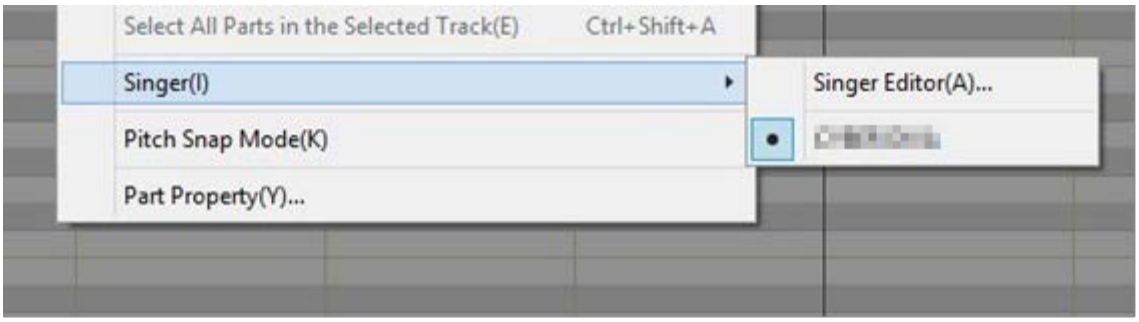
One VOCALOID track is displayed, and one part is created inside that track.

◆ To add a track, select "Add Track" from the "Track" menu.

◆ To add a part, select "Add Part" from the "Part" menu.

Step 2: Select a Singer

You can select a singer for each part.
If you have installed multiple Voice Banks or added singers in Singer Editor, you can select a singer for each part.



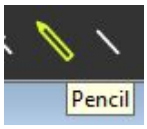
◆ For more information about singers, see "Select Singer" in Track Editor window.
◆ For more information about Singer Editor, see "Singer Editor " in the Settings menu.

If you have only one singer, that singer is automatically selected when a part is created, and therefore there is nothing to select.
When you select a singer, the name of the singer appears in the Musical Editor title bar following the name of the currently selected part.

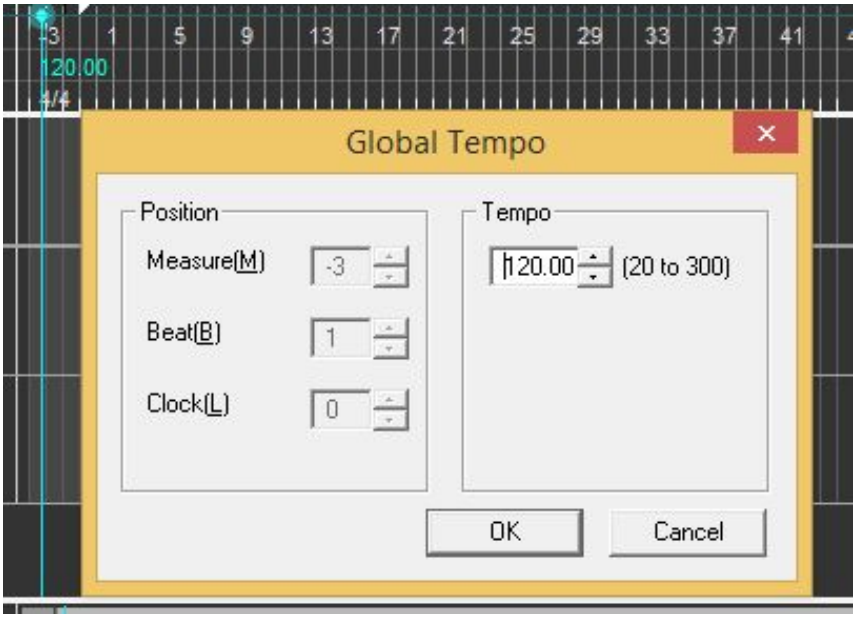
Step 3: Set the Tempo and Time Signature

You can set the tempo and time signature at the beginning of the sequence, or at any other location in the sequence.
The initial values for TEMPO and BEAT are displayed at the beginning of the sequence, at the left edge of the rulers at the top of the Track Editor window.

If you select the pencil tool and then double-click either of these values, a dialog box opens in which you can change these settings.



◆ For more information about edit tools, see "Edit Tool Bar" in Tool Bar.



◇ You can press the period [.] key on the keyboard to return to the beginning of the sequence.

To make changes to settings in the middle of a song, you can enter values at the location shown in the dialog box, or click the rulers at a different location where you want to open the dialog box.

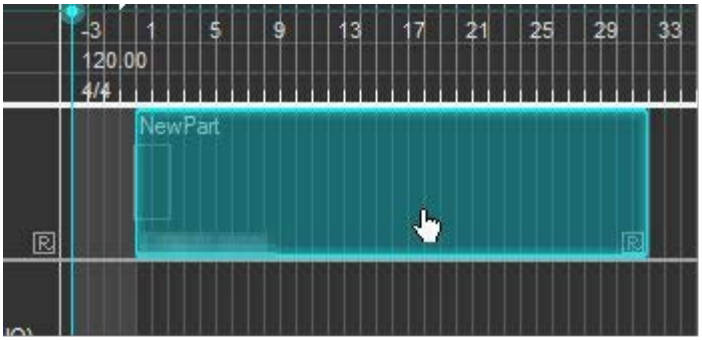
◆ To change the tempo, see "Tempo Ruler" in the Track Editor window.

◆ To change the time signature, see "Beat Ruler" in the Track Editor window.

If you will use the default tempo (120) and time signature (4/4) settings, no setting is required.

Step 4: Select a Part

Select the part to edit.



Click a part shown on the VOCALOID track in the Track Editor area.

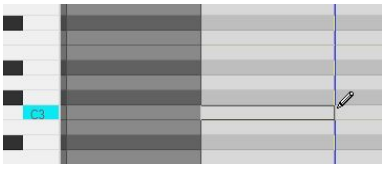
- For more information about selecting a part, see "Select a Part to Edit" in the Track Editor window.

Step 5: Enter the Notes

Enter the notes for the selected part.
Use the pencil tool to enter notes in the piano-roll.

- For more information about the piano-roll, see "Piano-Roll Area" in the Musical Editor window.

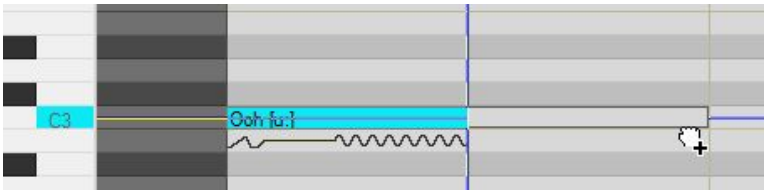
Drag the mouse to enter a note where you like.



The note is entered when you release the mouse.

If you place the cursor on a note, the cursor changes to a hand cursor.
You can drag the note up or down to change its pitch.

You can drag the note left or right to change its location.



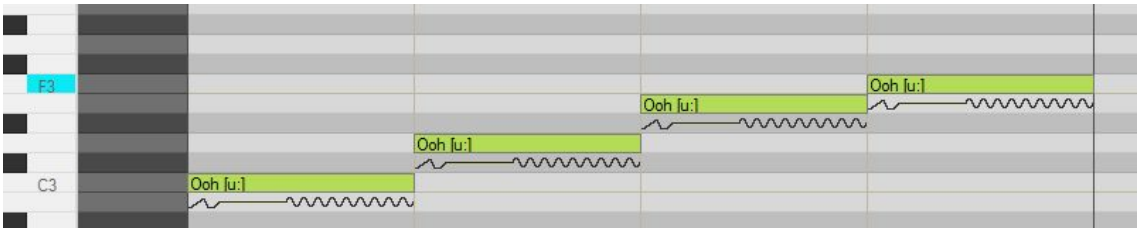
If you place the cursor on the edge of a note, the cursor changes to a double-arrow cursor that you can use to adjust the length of the note.

The QUANTIZE and LENGTH settings will affect changes made to the location or length of a note. If you want to make adjustments manually, turn these settings OFF. However, these settings can be helpful in order to enter accurate values.

If you use the default settings (Quantize and Length: 1/8 (eight note), Note Fixed Length: OFF), no settings are required.

- For more information about quantize settings, see "Quantize" in the Settings menu.
- For more information about note length, see "Part/Note Length" in the Settings menu.
- For more information about Note Fixed Length, see "Note Fixed Length" in the Settings menu.

Try entering 4 quarter notes.

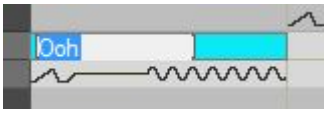


Step 6: Enter the Lyrics

Enter the phrase "Good afternoon" for the 4 quarter notes.
You can enter one word or syllable for each note, or insert the entire phrase at once.

- For more information about entering and editing lyrics, see "Enter and Edit Lyrics" in Lyrics/Phoneme.

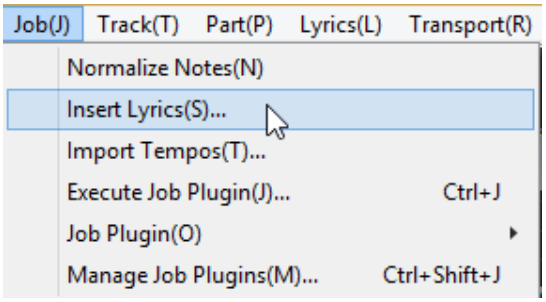
To enter one word or syllable for each note, first double-click a note.

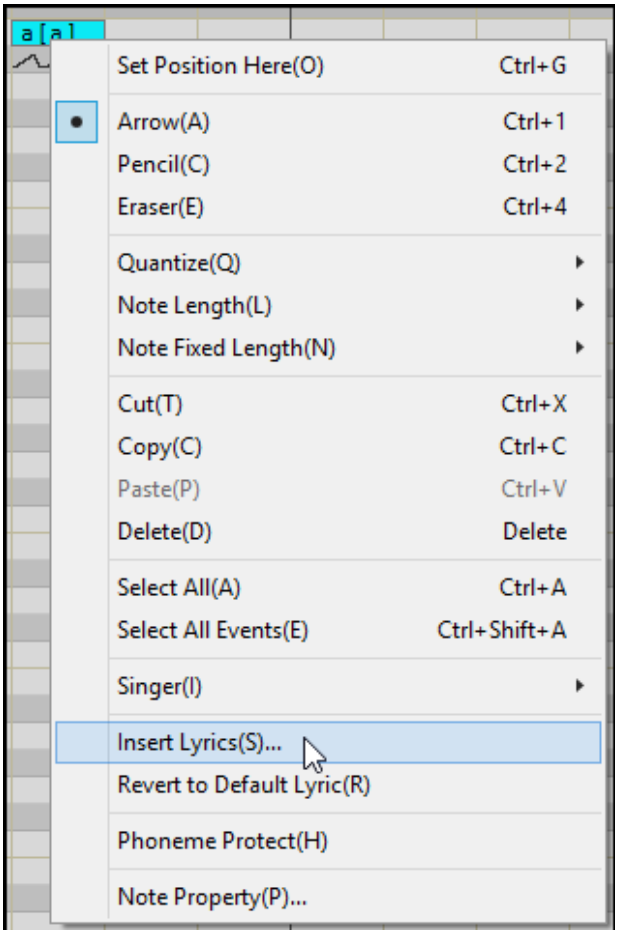


When the note changes to edit mode, enter the word or syllable.

Next, press the [Tab] key to move to and edit the next note.

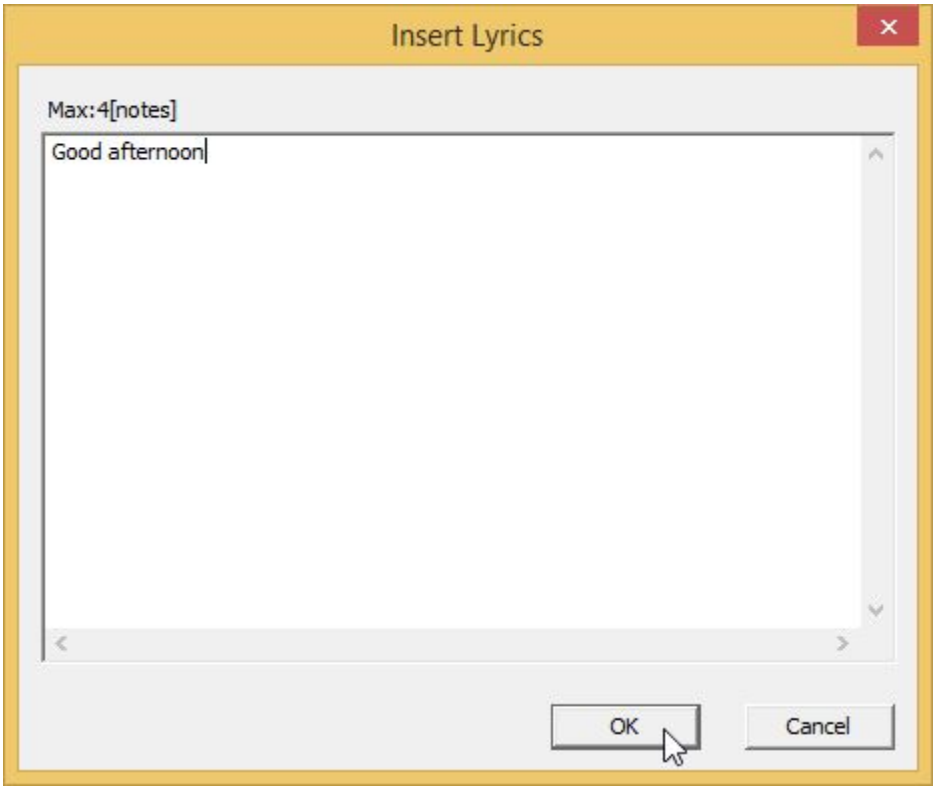
To insert the entire phrase at once, first select the note that is the starting point for the phrase. Next, select "Insert Lyrics ..." from the Job menu or by right-clicking the note.





◆ For more information about right-click menus, see "Right-Click Menus" in the Appendix.

Enter the phrase in the "Insert Lyrics" window, and then click "OK".



The inserted lyrics are displayed for each note.

Phonemes are displayed to the right side of each word or syllable.

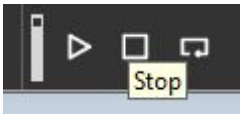
- For more information about entering and editing lyrics, see "Edit Phonemes" in the Lyrics menu.

Step 7: Play

Play back the notes and lyrics you entered to check the pronunciation.
Move the song position (vertical blue line) to a position a bit before the first note in your track by clicking the MEASURE ruler displayed at the top of the piano roll.
Click the Play button
in the transport panel displayed at the top of the VOLALOID4 Editor window. To stop playback, click the Stop button on the right side.

< Play button >

< Stop button >



◆ For more information about the transport panel, see "Transport Tool Bar" on the Tool Bar.

Notice!

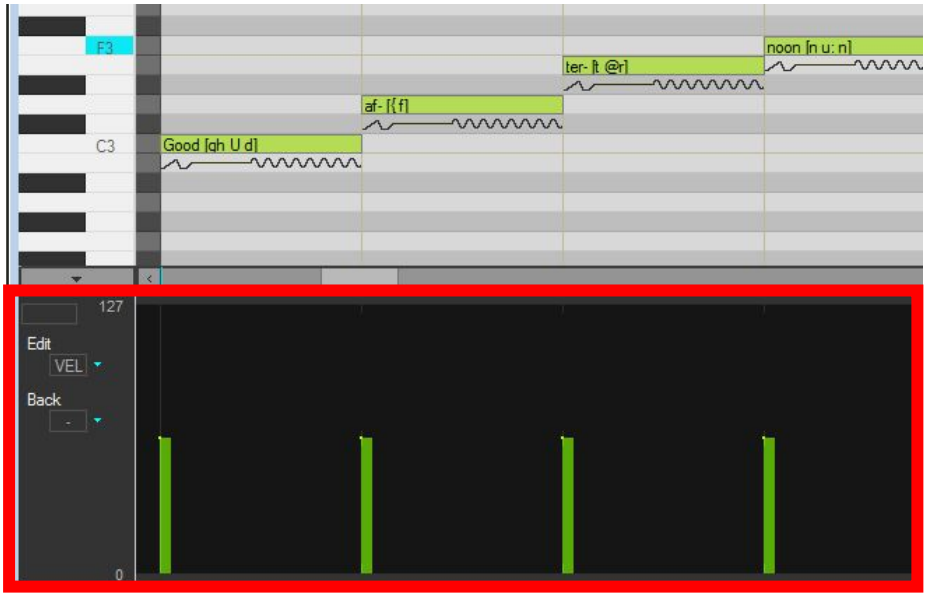
If no audio is output, check the following.

- Is the audio device connected correctly?
- Aren't the faders on the mixer set to "0"?
- Isn't the track's mute button on?

Step 8: Add Control Parameter

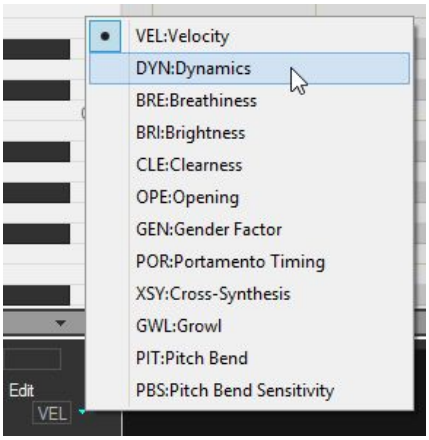
Open the control parameter area below the piano-roll area.
The "fold-out button" is on the bottom left side of the piano-roll area.

Click this button to open the control parameter area.



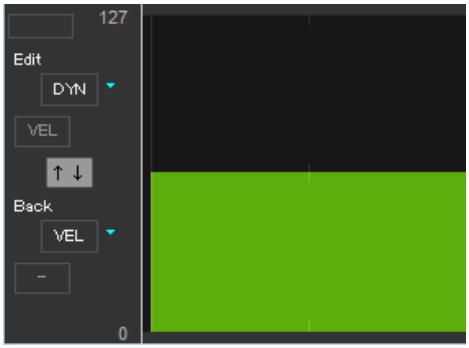
You can set the parameter to be edited (Edit) and the parameter to display transparently (Back) using the selection boxes shown on the left side.

When clicked:

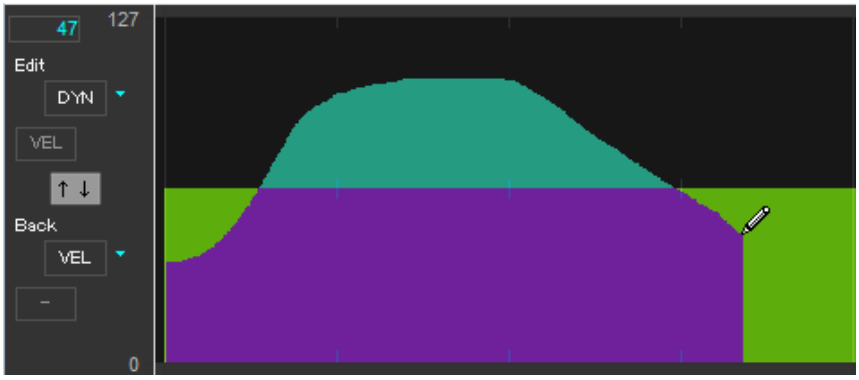


■ Edit: Show only DYN (Dynamics)

■ Back: Add VEL (Velocity)



Use the pencil tool to enter control parameters.



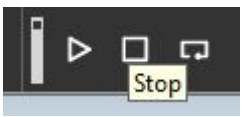
◆ For more information about control parameters, see "Control Parameter Area".

Step 9: Play Again

Use Play and Stop in the same way as **Step 7 to check the audio output.**

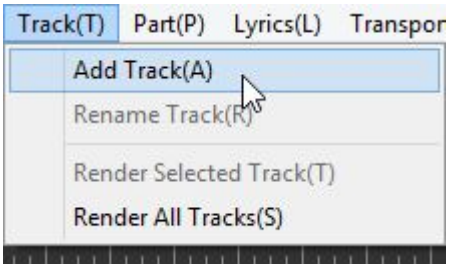
< Play button >

< Stop button >



Step 10: Add a Track

Each VOCALOID track is monophonic, and therefore notes of different pitch cannot overlap.
To create a chorus effect, we will add a new track.

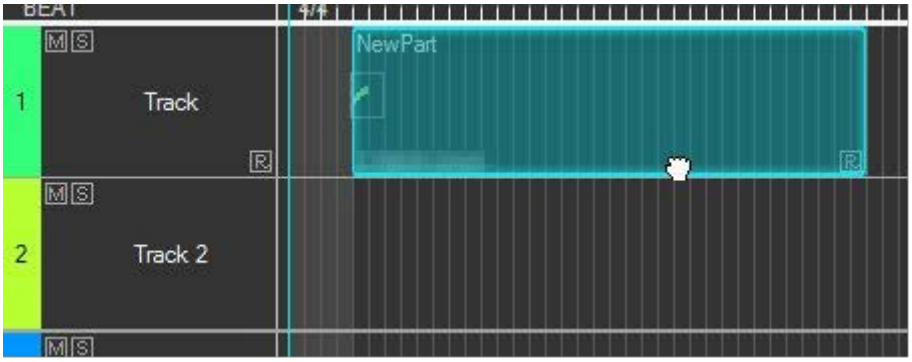


◆ To add a track, select "Add Track" from the "Track" menu.

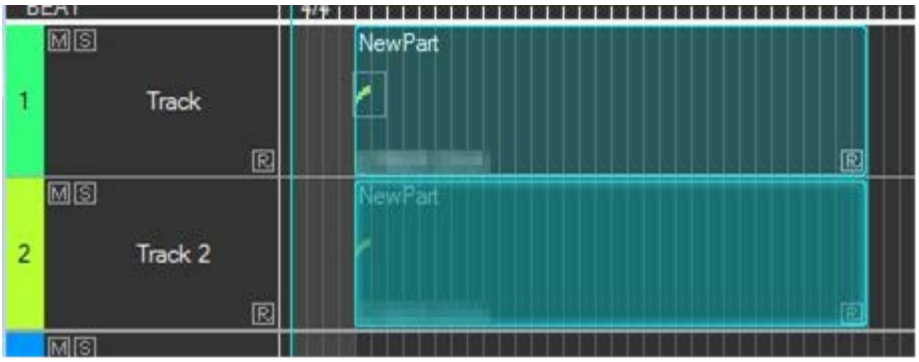
This creates Track 2.

Step 11: Copy the Part to Create a Chorus

Now, we will copy the part you entered previously into a new track.
Place the mouse cursor on the part you want to copy. The cursor changes to a hand cursor. Press and hold [Ctrl] on the keyboard while dragging the part to Track 2.



The part on Track is copied to Track 2.



Double-click the copied part, and then adjust the pitches and locations of notes on the piano-roll as necessary.

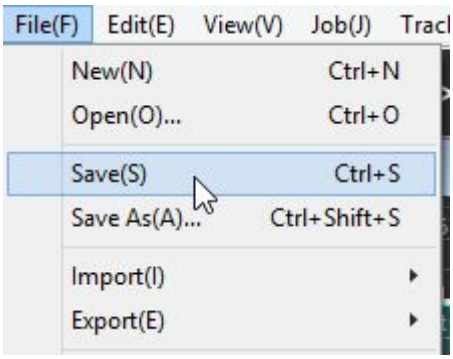
When you move a note, the note of the original part is shown transparently.

- For more information about setting transparent display for notes, see "VOCALOID Sequence Tab".

- To add a part, select "Add Part" from the "Part" menu.

Step 12: Save

When you have finished entering your tracks, be sure to save them.

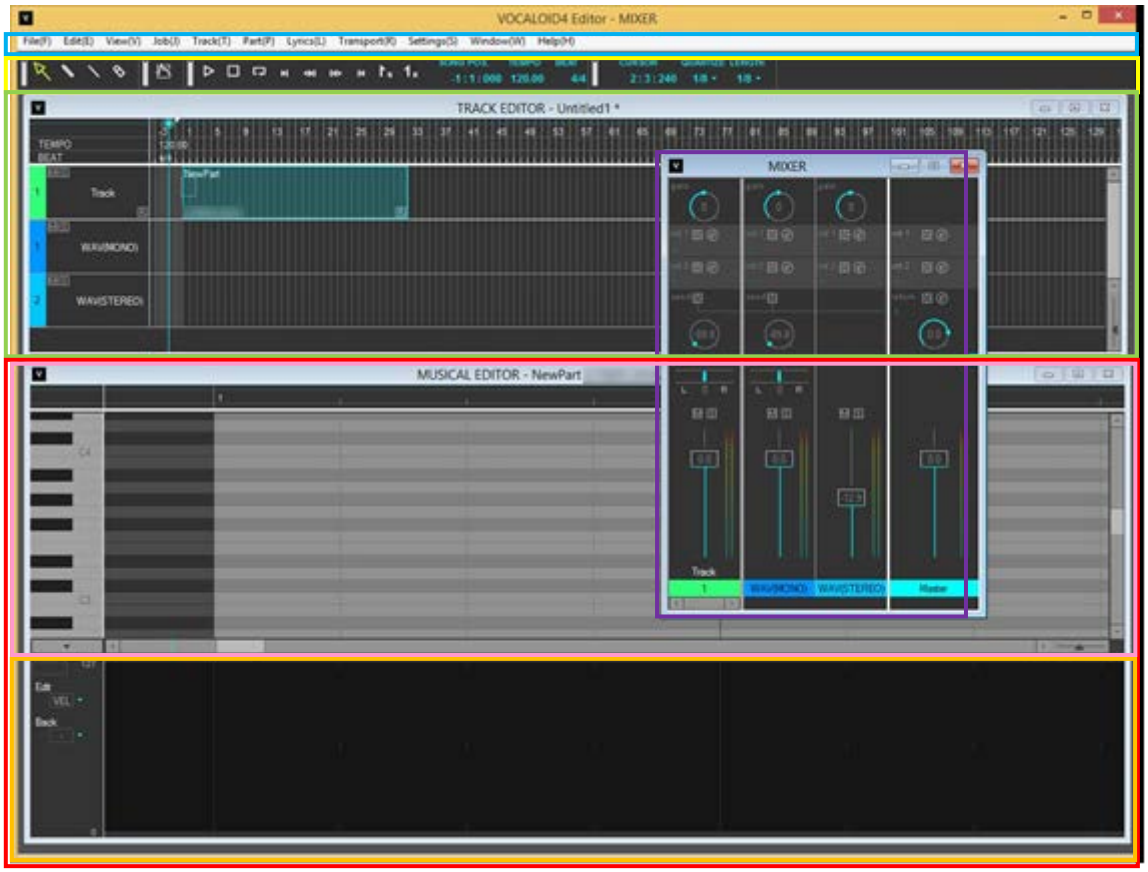


The standard save-file dialog window opens.
To save a file, specify the location to which you want to save the file, enter the file name, and click "SAVE".

◆ For more information about saving, see "Save" in the File menu.

Names and Functions

VOCALOID4 Editor Function Windows



Menu Bar

Tool Bar

Track Editor Window

Musical Editor Window

Piano-Roll Area

Control Parameter Area

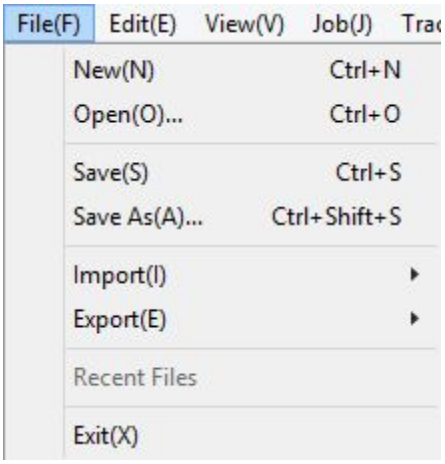
Mixer Window

Menu Bar

There are 11 separate menu categories in the VOCALOID4 Editor menu bar.

File

This menu covers the standard operations for VOCALOID4 files (files supported by VOCALOID4 Editor).



New Ctrl + N

Create a new VOCALOID4 sequence file.
If you have unsaved edits when this function is selected, you will be asked if you want to save the current sequence. To save the sequence, select "Yes".
Specify the location to which you want to save the file, enter the file name, and click "SAVE". The sequence data is saved in the specified file, and then a new sequence is opened.
If you select "No", the current sequence is discarded and a new sequence file is opened. To abort the operation, click "Cancel".

Note

The tracks that are created with the default settings for a new sequence file are as follows:

- VOCALOID tracks (including 1 32-measure part): 1 track
- WAV (MONO) tracks: 1 track (fixed)
- WAV (STEREO) tracks: 1 track (fixed)

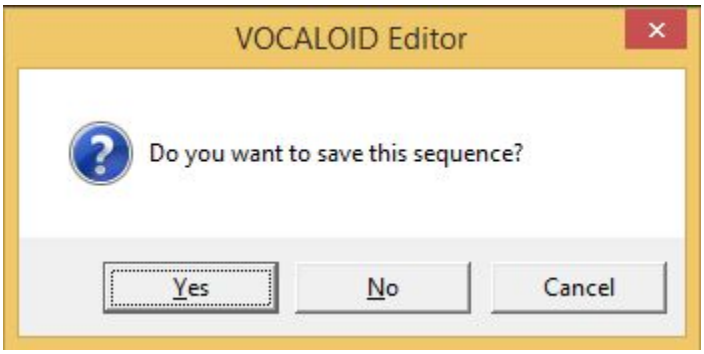
Open Ctrl + O

Open an existing file or a file created with different sequencer software.

Files that can be opened in VOCALOID4 Editor:

VOCALOID4 files (.vsqx)
VOCALOID3 files (.vsqx)
VOCALOID2 files (.vsq)
VOCALOID MIDI (.mid)
SMF (Standard MIDI File) (.mid)

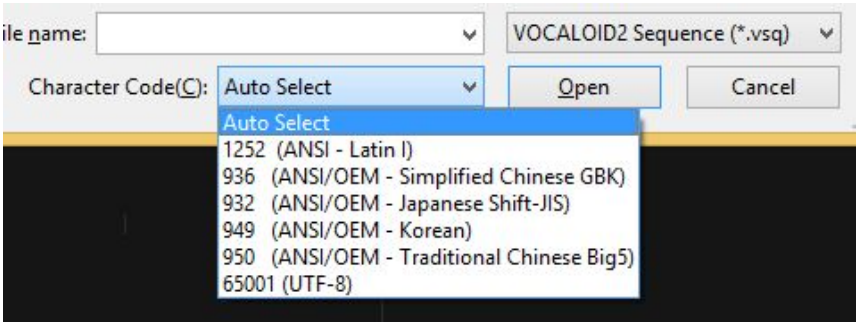
If you have unsaved edits when this function is selected, you will be asked if you want to save the current sequence.



To save the sequence select "Yes", specify the location to which you want to save the file, enter the file name, and click "SAVE". The sequence data is saved in the file.
If you select "No", the current sequence is discarded and a new sequence file is opened. To abort the operation, click "Cancel".
Once you have saved or discarded the current sequence the standard open-file dialog will appear, allowing you to navigate to and open the desired sequence file.

Note

- For VOCALOID2 files (.vsq), VOCALOID MIDI (.mid), and SMF (Standard MIDI File) (.mid), you can specify a character code when opening the file.



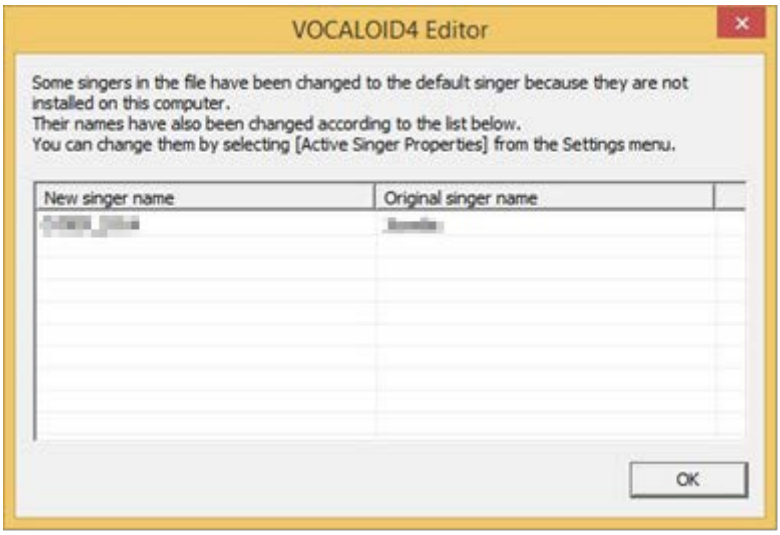
In the pull-down menu on the right side of "File Name" in the "Open" window where you can select the file type, select either VOCALOID2 sequence files (.vsq) or VOCALOID MIDI (.mid), and the available character codes will be displayed in a drop-down menu below.

The selectable character codes are shown below.

Character code	Description
Auto Select	Default
949 (ANSI/OEM -Korean)	Korean character code
936 (ANSI/OEM - Simplified Chinese GBK)	Simplified Chinese character code
932 (ANSI/OEM - Japanese Shift-JIS)	Shift-JIS Japanese character code
1252 (ANSI - Latin I)	English, Spanish and Latin-based language character code
950 (ANSI/OEM - Traditional Chinese Big5)	Traditional Chinese character code
601 (UTF-8)	Unicode (UTF-8)

- If the installed Voice Bank is different when the file is created, a dialog box appears indicating that the Voice Bank will be converted automatically.

Click "OK" to close the dialog box.


VOCALOID4 Editor
Some singers in the file have been changed to the default singer because they are not installed on this computer.
Their names have also been changed according to the list below.
You can change them by selecting [Active Singer Properties] from the Settings menu.
New singer name
Original singer name
OK

“New singer name”: The singer name used for playback on this computer
“Original singer name”: The singer name set by the computer that created this file

You can make changes to a singer's settings in "Singer".
You can change a singer's name in Singer Editor.

- If you open a VOCALOID2 file (.vsq) in VOCALOID4 Editor, all velocity (VEL) values in the control parameter are automatically set to the default value of "64".

Save Ctrl + S

Save the VOCALOID4 sequence file that is currently open.
When you click "Save", the standard save-file dialog window opens.
To save a file, specify the location to which you want to save the file, enter the file name, and click "SAVE".
If the file has been saved previously, selecting the Save command will simply overwrite the file without opening the "Save" dialog window.

Save As Ctrl + Shift + S

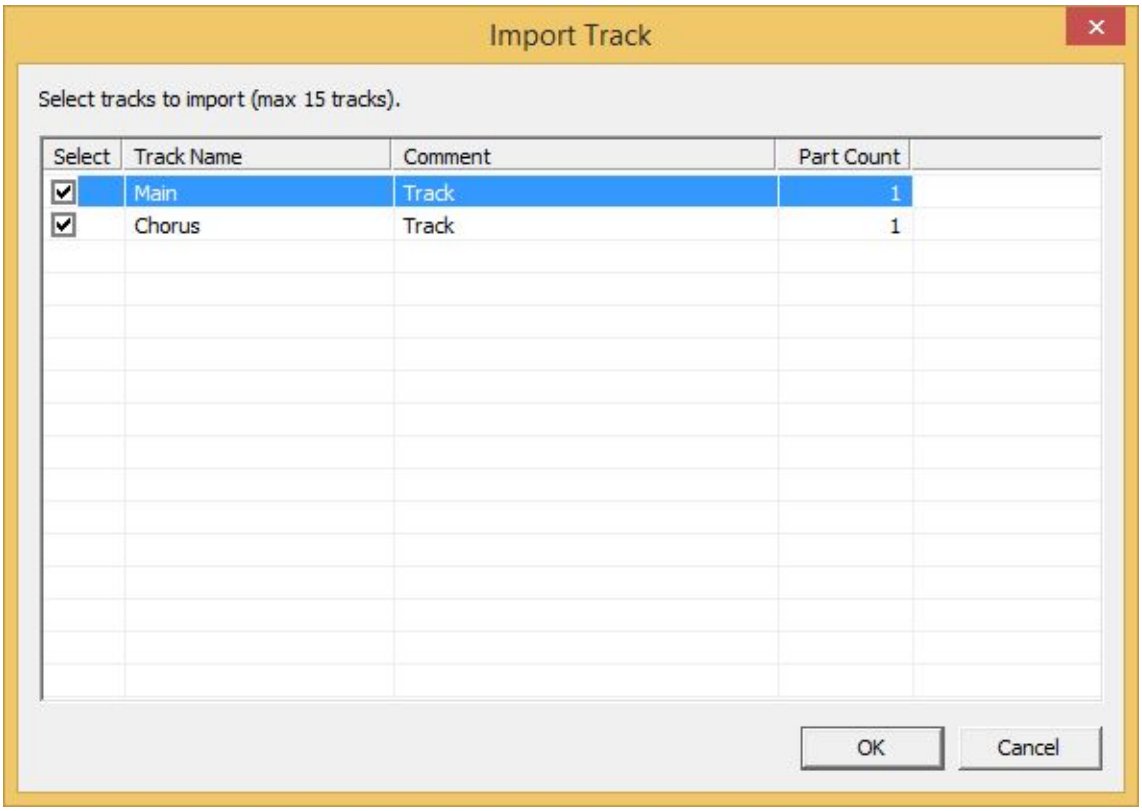
Save the current sequence file using a new name.
Specify the location to which you want to save the file, enter the file name, and click "SAVE".

Import

This function lets you merge other sequence files (files created in VOCALOID4, VOCALOID3, VOCALOID2, and VOCALOID) with the VOCALOID4 sequence file that is currently open. You can also import SMF (Standard MIDI File) created with other sequencer software. The data included in the imported MIDI data (notes and lyrics) is automatically converted to data that can be used by VOCALOID4 Editor.

☐ Track

This function lets you import a specific track from a file.
Select "Track", and then in the dialog box that appears choose the VOCALOID sequence file you want to import tracks from, and click "Open". The "Import Track" window opens.



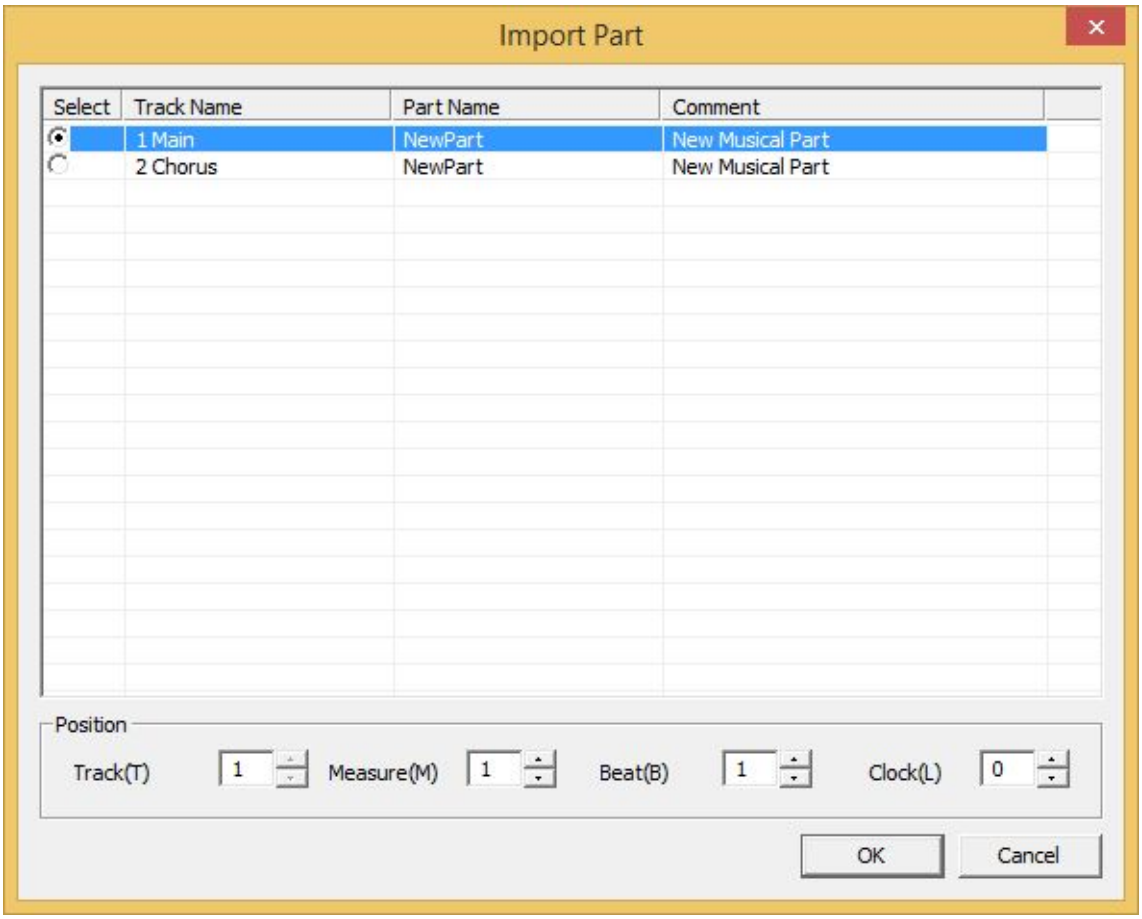
Select the track(s) you want to import, and then click "OK". The selected track(s) are added just under the existing tracks shown in the Track Editor Window (up to a maximum of 16 tracks). Select a VOCALOID track in the Track Editor window and the imported track will be added just below the selected track.

Note

When importing VOCALOID4 files (.vsqx) VOCALOID3 files (.vsqx), or VOCALOID2 files (.vsq), neither tempo nor beat settings will be imported with them. If you want to import with tempo included, select "Open" from the “File” menu.

☐ Part

This function lets you import a specific part from a file.
Select "Part", and then in the dialog box that appears choose the VOCALOID sequence file you want to import parts from, and click "Open". The "Import Part" window opens.



Select the part you want to import from the list, and click "OK".

Position

You can set the positions (measure, beat, clock (time)) for importing a part.

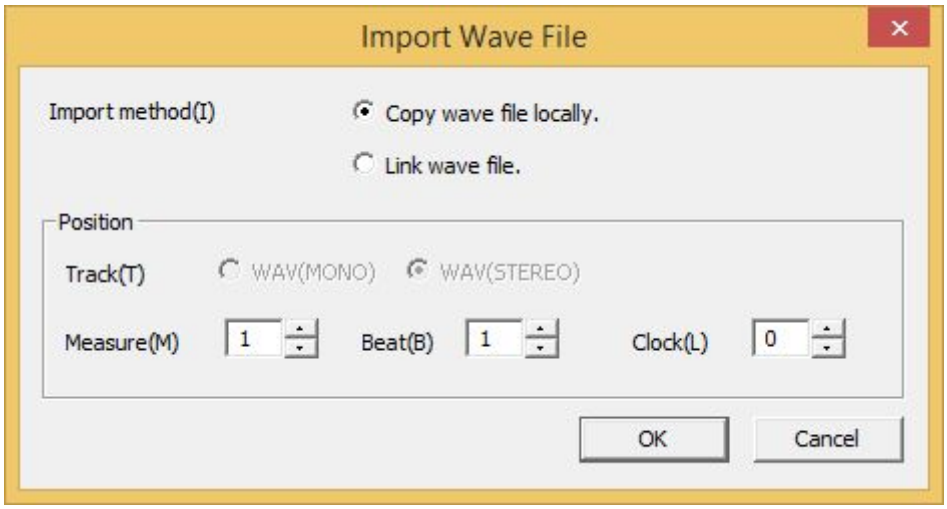
Note

- Only one part can be imported at a time.
- The song position (vertical blue line) on the current VOCALOID track is displayed as the default setting for the "Position" value.

☐ Wave

Wave files are imported into WAV tracks in VOCALOID4 Editor.
Mono Wave files will automatically be imported into the WAV (MONO) track, and stereo Wave files will automatically be imported into the WAV (STEREO) track.

Select "Wave", and then in the dialog box that appears choose the Wave file you want to import and click "Open". The "Import Wave File" window opens.



Import method

- Copy wave file locally.
  The imported Wave file is copied to the same folder as the VOCALOID4 sequence that is currently open.
- Link wave file.
  The imported Wave file is not copied.

Position

You can set the positions (measure, beat, clock (timing)) for importing a Wave file. After making these settings, click "OK" in the "Import Wave File" window to import the WAV file.

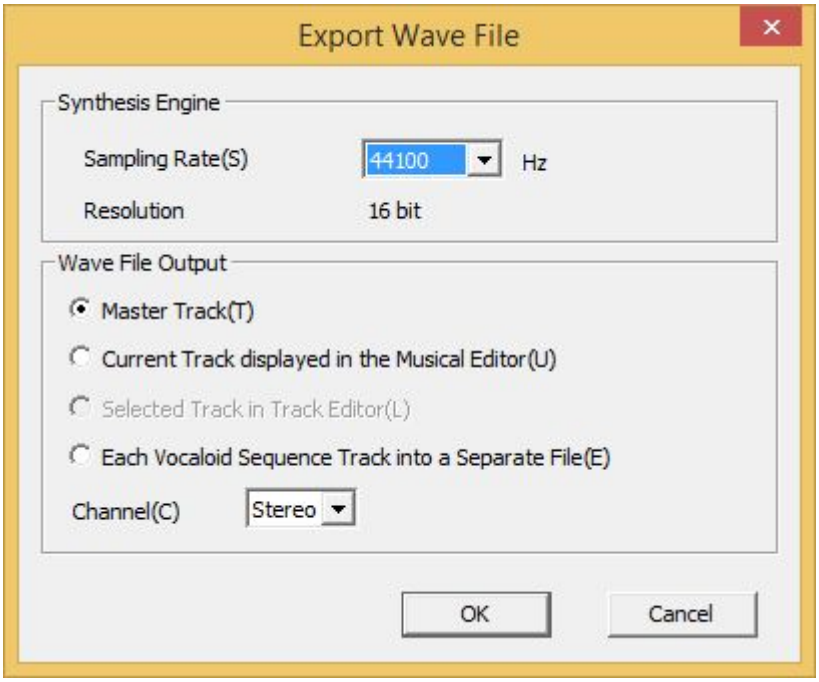
Note

The song position (vertical blue line) on the current VOCALOID track is displayed as the default setting for the "Position" value. The available sampling rates for the Wave files are 44.1, 48 , 96kHz and the resolution is 16 bit (fixed). Formats other than PCM (such as MPEG1) and multi-channel are not supported.

Export

☐ Wave

This function exports open sequence files as the standard WAV audio file format.



Synthesis Engine

Lets you designate sampling frequency. You can choose from three levels, 44100, 48000, and 96000 Hz. The Quantize bit rate is fixed at 16bits.

Wave File Output

Specifies details of wave file output.

Master Track

“Master track” outputs all tracks mixed together in a Wave file.

Current Track displayed in the Musical Editor

“Current Track displayed in the Musical Editor” outputs all tracks with parts currently open in the Musical Editor.

◆This item can be selected even if no track is selected in Track Editor.

Selected Track in Track Editor

“Selected Track in Track Editor” outputs the selected track at the Track Editor.

◆This item can be selected if a track is selected in Track Editor.

When you click "OK" the save dialog is displayed.
Designate the file save location (where to export the file) and file name, and click "Save" to export the file.

Each Vocaloid Sequence Track into a Separate File

“Each Vocaloid Sequence Track into a Separate File” outputs all Musical tracks to separate Wave files. This function is convenient when you want to import multiple chorus tracks concurrently to something like DAW format.
To output multiple files, you must designate an export folder. File names are automatically chosen from currently open VSQX file names and track names.
When nothing is contained within a track, the corresponding track export will be abbreviated.

Channel

You can select either Mono or Stereo.

Note

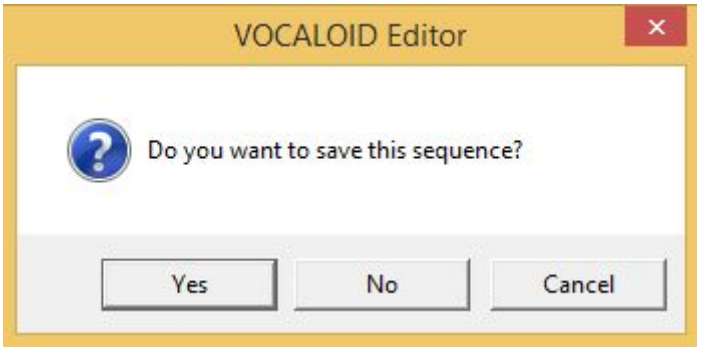
When exporting Wave files, you can export a designated range by setting start and end markers beforehand.

Recent Files

The names of files you have used (opened) recently are shown here.
You can click a file name to open that file.

Exit

Click “Exit” to quit the VOCALOID4 Editor application.
If you have unsaved edits when this function is selected you will be asked if you want to save the current sequence.



To save the sequence, select "Yes" and enter a file name. If it is not necessary to save the sequence, select "No". (The current sequence data will be abandoned and the application will close.)
To abort this operation, click "Cancel".

Edit

The "Edit" opens menus related to editing.

Note

Within each area there are menus that can be opened by right-clicking (or by pressing [Shift]+[F10]) and functions that can be operated with shortcut keys.

Undo Ctrl + Z

This function can be used to "undo" the last edit or operation. There is no limit to the number of edits that can be undone.

Redo Ctrl + Y

The "Redo" item will redo a previously undone edit or operation in most cases. If you perform a single Undo and then follow it immediately with a single Redo, the screen returns to the conditions immediately before the Undo was performed.
There is no limit to the number of "undo" that can be redone.

Cut Ctrl + X

This function cuts the selected track, part, note, or parameter.

Copy Ctrl + C

This function copies the selected track, part, note, or parameter.

Paste Ctrl + V

This function pastes the track, part, note, or parameter that was selected with Cut or Copy.

Delete Delete

Deletes the currently selected data object(s).

Note

- If you cut/copy a note or the data in a control parameter it will be pasted at the current song position marker location.

- If notes overlap, they will be displayed dimly and will not play back. Any pasted control parameter data will overwrite the existing data.

- The Cut, Copy, Paste, and Delete editing commands can be used in the Track Editor Window and the Musical Editor Window.
  You can edit a group of objects that you have selected (highlighted) by clicking and dragging with the arrow tool.

Select All Ctrl + A

This command will select all notes and control parameters in the current Musical Editor Window.

Select All Events Ctrl + Shift + A

This command will select all events (all notes with their associated expression and vibrato) in the current Piano-Roll Area or Control Parameter Area.

Note

If you hold [Ctrl] while selecting a specific range in the piano-roll area, you can edit all events (all notes with their associated expression and vibrato) and control parameters within that range at the same time (editing with expanded functions).

Select All Parts

This command will select all Musical and WAV parts in the current sequence.

Select All Musical Parts

This command will select all Musical parts in the current sequence.

Select All WAV Parts

This command will select all WAV parts in the current sequence.

Select All Parts in the Selected Track

This command will select all parts in the currently selected track.

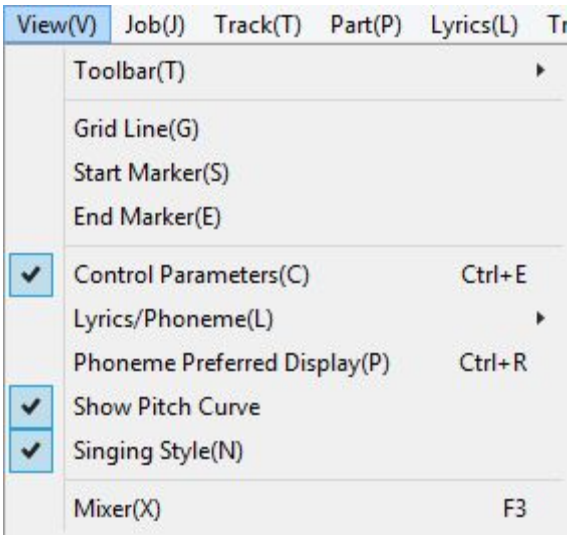
Auto Normalize Mode

When this function is turned on, notes entered in the piano-roll are automatically normalized so that they do not overlap. If a note is entered so that it overlaps another note in the same part, the first note will be truncated to eliminate the overlap.
This function is alternately checked (ON) or unchecked (OFF) each time it is selected.

To normalize notes that are already overlapping, use "Normalize Notes" in the "Job" menu.

View

The "View" opens menus related to displays.



Toolbar

This item accesses a submenu that lets you individually hide or show the Edit, Pitch Render, Transport, and Measure toolbars.

The related toolbar is shown under the menus at the top of the VOCALOID4 Editor window when a check appears to the left of its name in this submenu. The "Reset Toolbar" item resets the toolbars to their default state.

Grid Line

Shows vertical lines on rulers and in the piano-roll area according to the value set for Quantize. These lines are shown in addition to measure and beat lines. Click this item to show/hide grid lines. Grid lines can be displayed in the Track Editor window & Musical Editor window separately, in the same way as quantize.

The grid lines can serve as a useful visual guide when entering or moving notes.

Start Maker / End Marker

Click these items to show/hide a start marker and end marker on the measure ruler.
They are hidden by default.
You can use a start maker to set a start position and an end marker to set an end position, to specify a range for looped playback or a range for exporting WAV files.
You can drag either marker displayed on the measure ruler to slide it to the desired time axis (the interval set for Quantize).
Normally, the start marker is placed before the end marker.

◆ You can click on the "Transport Toolbar" to show/hide the start and end markers.

Note

- By pressing [SHIFT] + holding click in the MEASURE ruler, you can move only the end marker to the clicked position.
  This is convenient when you want to set a playback region with a long range.

- You can use the mouse while pressing the [ALT] key to turn off Quantize temporarily.

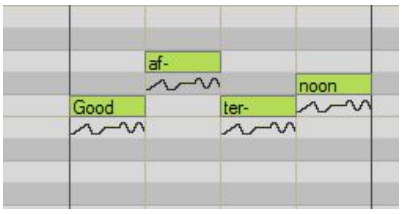
Control Parameters Ctrl + E

This command shows/hides the Control Parameter Area of the Musical Editor window. They are hidden by default.

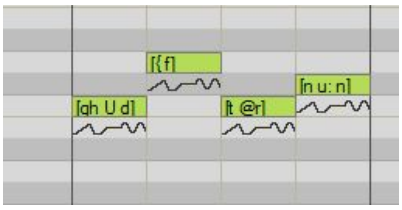
Lyrics/Phoneme

Under the “View” menu for “Lyrics/Phoneme”, it is possible to change the display setting to either show or hide the lyrical notes and/or phoneme independently of one another.

"Lyrics" only ON



"Phoneme" only ON

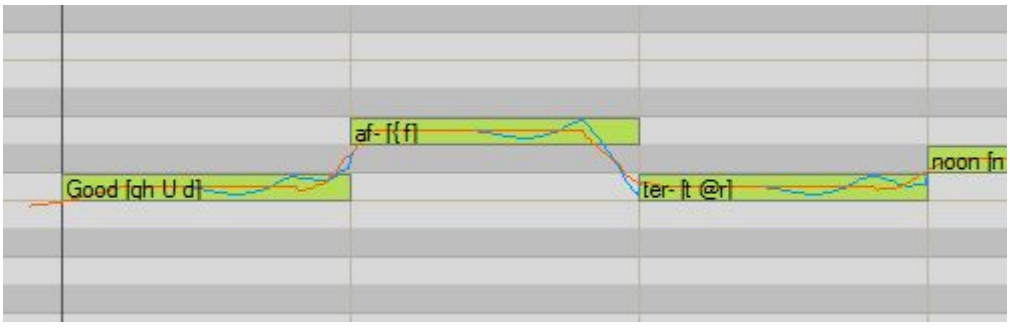


Phoneme Preferred Display Ctrl + R

If this is selected, the normally displayed order of "Lyric [Phonetic Symbol]" is displayed in the order "[Phonetic Symbol] Lyric" in the note.
With this setting, you can edit the phonetic symbol by double-clicking the note.

Show Pitch Curve

You can switch between showing/hiding the expression pitch curves (orange) and the vibrato pitch curves (light blue) that the synthesis engine adds automatically to connect notes smoothly.



Note

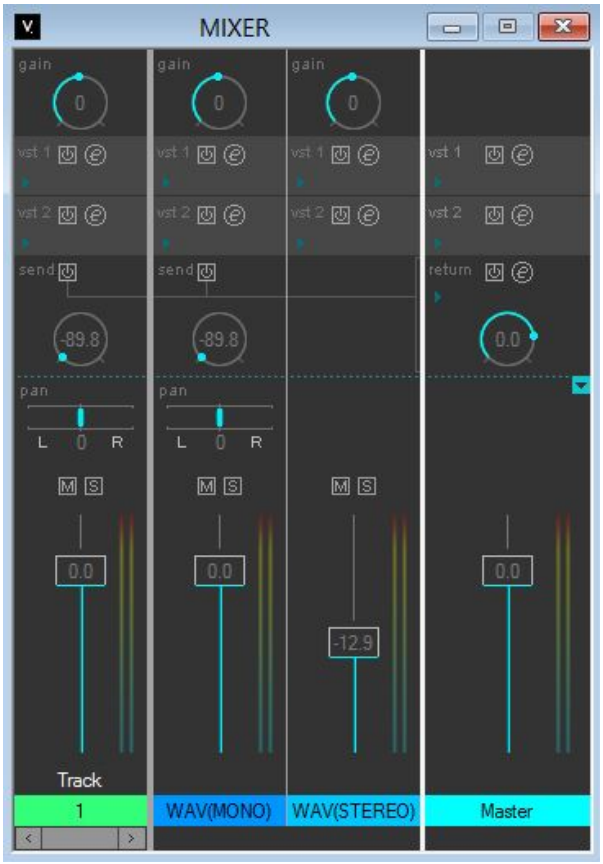
If pitch curves are not shown even when "Show Pitch Curve" is on, use the Pitch Rendering function.

Singing Style

Singing Style is used to show/hide note expression and vibrato.

Mixer F3

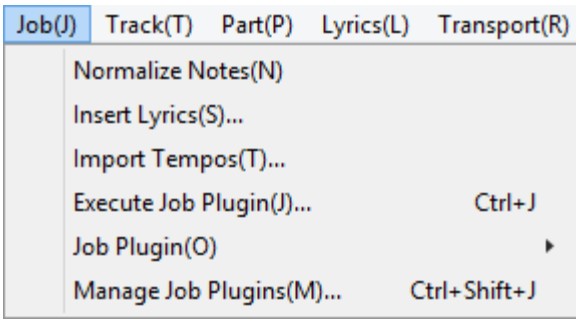
This command shows/hides the Mixer Window.



This window contains volume faders, pan sliders, gain knobs, effects (VST plug-ins, Send/Return), mute switches, and solo switches for each track in the Track Editor window. Each control can be adjusted separately for each track. It also contains a master track for overall adjustments.

Job

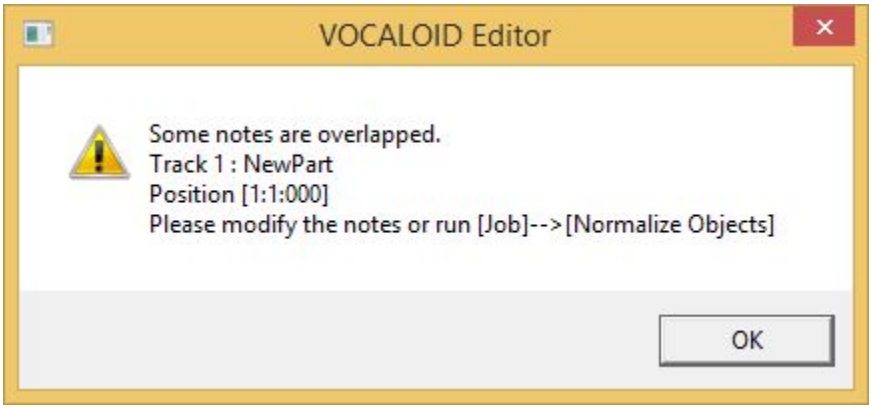
This selection opens menus related to jobs.



Normalize Notes

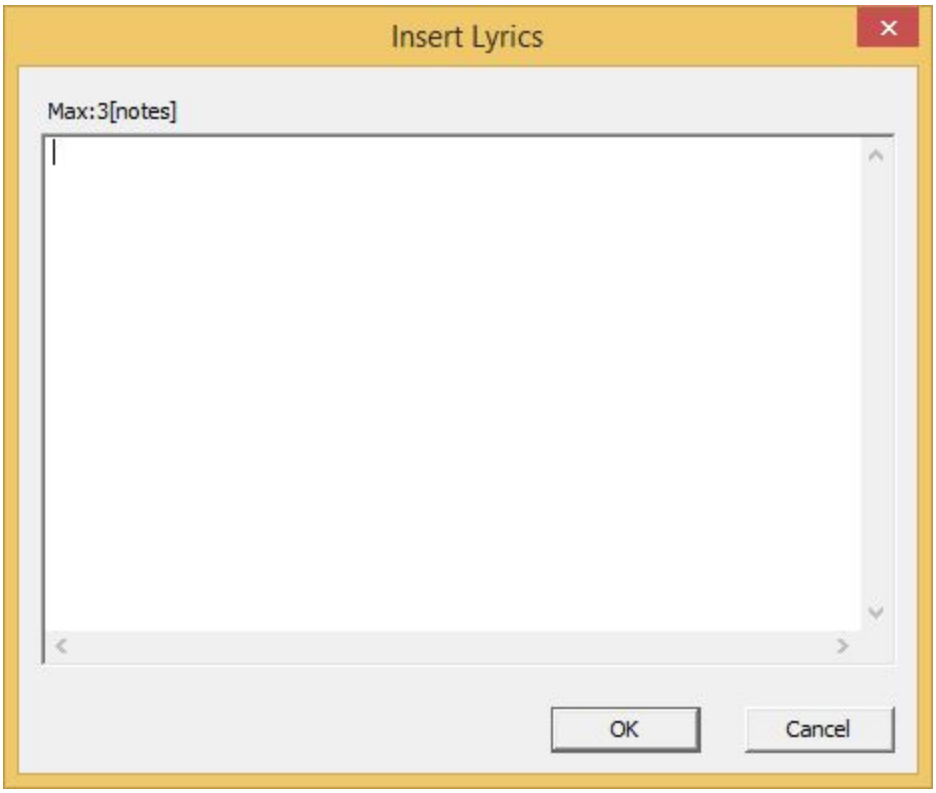
Resolves all instances of overlapping notes in the part currently open in the Musical Editor Window by shortening (truncating) the first note of all overlapping pairs.

If you attempt to play a track that contains overlapped notes, the error window shown below will appear. In this situation, you must either modify the notes yourself to eliminate the overlap, or simply run the “Normalize Notes” job.



Insert Lyrics

You can open the "Insert Lyrics" window to enter lyrics for multiple notes.
Click the first of the notes into which you want to insert new lyrics, then click "Insert Lyrics". The "Insert Lyrics" window opens.



Enter the lyrics you want to insert in the "Insert Lyrics" window.
The number of available notes (the number of notes after the note at the selected start point) is indicated as "Max.: XX [notes]" on the top left side of the window.
(* Words or syllables that exceed the number of notes available will be truncated.)
When you have entered the lyrics, click "OK" and each syllable will be assigned to a single note.
(* For example, the three words "I love you" would require three notes, but the single word "inferno" would also require three notes.)

Note

- If you select a note that already has lyrics and then click "Insert Lyrics", the currently entered lyrics will be shown in the "Insert Lyrics" window. This can be convenient for checking the full text of the lyrics and for editing only a specific location.

- The Phoneme Protection that is enabled for notes within the range of the Insert Lyrics job is automatically disabled when the Insert Lyrics job is executed.

Related information: Entering and Editing Lyrics

Import Tempos

This job is used to import tempo information into VOCALOID4 Editor.
It is possible to import tempo information from VOCALOID4 (.vsqx), VOCALOID3 (.vsqx), VOCALOID2 (.vsq), and SMF (.mid) file formats.

Simply select the “Import Tempos” job, use the standard navigation window that appears to locate the file containing the tempos you want to import, then click "Open". The tempo information is imported to the Tempo Ruler.

Execute Job Plugin Ctrl + J

Use this job to select and execute a job plugin.
Select the note or part for which you want to apply a job plugin, and then open the "Job Plugin Execution" window.

Selected range:

Displays the range for executing the job plugin, and the current song position.

Select a Job Plugin to run.

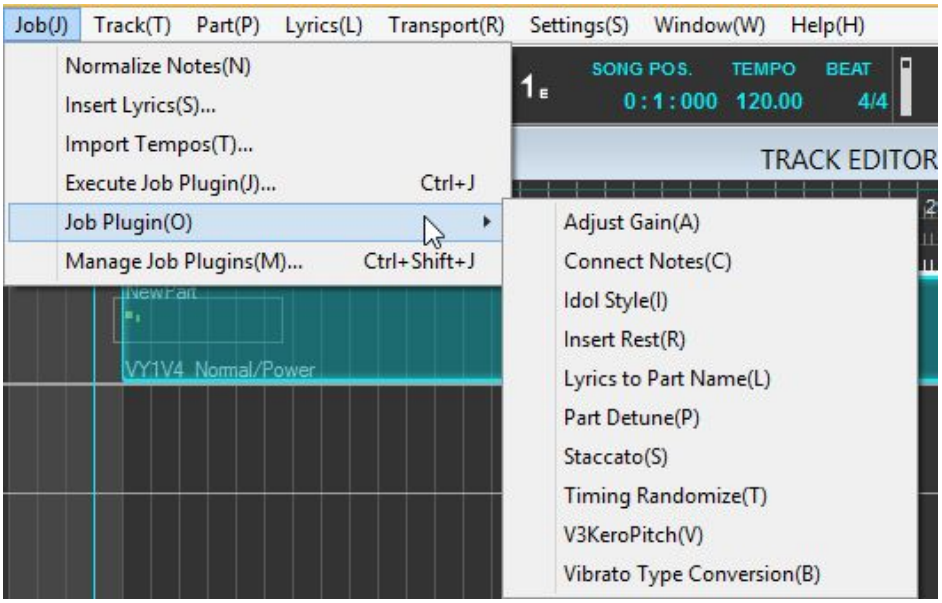
Click the job plugin that you want to use in the list of job plugins displayed, and then click "Run".

Note

It is possible to sort through the Job Plug-in list by clicking on the heading of each row.

Job Plugins

Job Plugins enables you to select a registered job plugin from the dialog box that appears.



Manage Job Plugins

Ctrl + Shift + J

Use this job to add or delete job plugins.

Add

Save the job plugins that you want to add to a folder on your computer, and then open the "Job Plugin Manager" window and click "Add".
Use the standard navigation dialog that appears to locate the plug-ins, then "Open" them one by one to add them to your list.

Delete

Select the plugin you want to delete, and click "Delete".

Plug-ins that have been added to the list in the "Job Plugin Manager" window become available for selection and execution from the “Execute Job Plugin” command, above.

Note

Furthermore, when a Job plugin is placed in a PATH including Multibyte characters (like Japanese), it may not behave normally depending on the plugin, so we recommend that the whole PATH uses ASCII characters (English coding).

Good examples: ・C:\Program Files\VOCALOID4\JobPlugins\
・C:\UGJobPlugins\

Track

This selection opens a menu related to VOCALOID tracks.

It is displayed as long as the "Track Editor Window" is not minimized.

Add Track

Adds a new empty VOCALOID track below existing VOCALOID tracks (or directly below the selected VOCALOID track, if one is selected).
You can create a maximum of 16 VOCALOID tracks in VOCALOID4 Editor.

Rename Track

Switches to text-edit mode to allow the a new name to be entered for the current VOCALOID track.
The track name for the VOCALOID track selected in the Track Editor window switches to text-edit mode, and you can enter a new name.
You can also directly rename Vocaloid sequence tracks by double-clicking the track name.

Render Current Track

Render the current track to lighten the load on the computer's CPU. Doing so facilitates smooth playback.

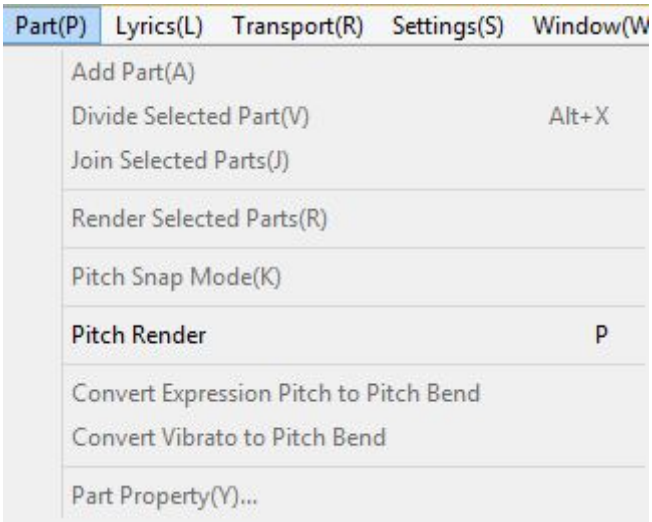
- You can also render a track by clicking the Track Render Control Button displayed at the bottom right of the track name.

Render All Tracks

Render all tracks to lighten the load on the computer's CPU. Doing so further facilitates smooth playback.

Part

This selection opens a menu related to parts.



Add Part

Creates a new empty musical part with the default part name (New Part).
Select the VOCALOID track to which you want to add a new musical part and then click this command. “Musical Part Property” window will appear.
(However, if multiple singers are not installed, this window will not appear.)
Select a singer in the “Musical Part Property” window and click "OK", then a new 32-measure musical part will be created at the song position.

Related information: Creating New Parts

Divide Selected Part Alt + X

Divides the selected musical part at the song position (blue vertical line).
The song position must be placed at the location where the part will be divided before this function is executed.

Note

- If Quantize is on, the song position will snap to locations according to the quantization value.
- You cannot divide multiple parts at the same time.
- You cannot divide WAV parts.

Join Selected Parts

You can join parts on the same track.
Select the 2 parts you want to join (by pressing [Shift] or [Ctrl] while clicking).
If parts overlap it is possible to join them, but the positioning of notes within the parts might prevent this.

Render Selected Part

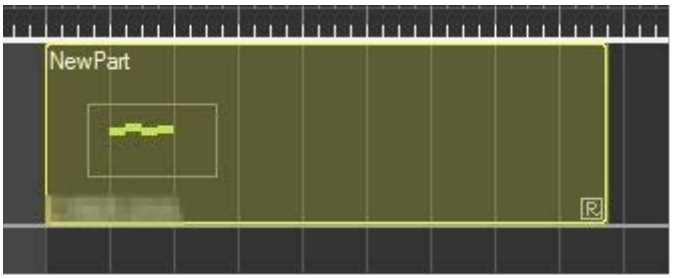
Render the selected musical track to lighten the load on the computer's CPU. Doing so facilitates smooth playback.

◆ You can also render a track by clicking the Track Render Control Button displayed at the bottom right of the track name.

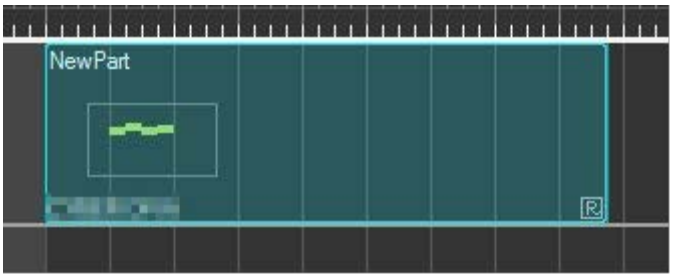
Pitch Snap Mode

The Expression pitch added automatically by the synthesis engine is temporarily shifted flat for all selected parts.

- Parts that have pitch snap mode turned on are displayed in yellow.



- Parts that have pitch snap mode turned off are shown in light blue.

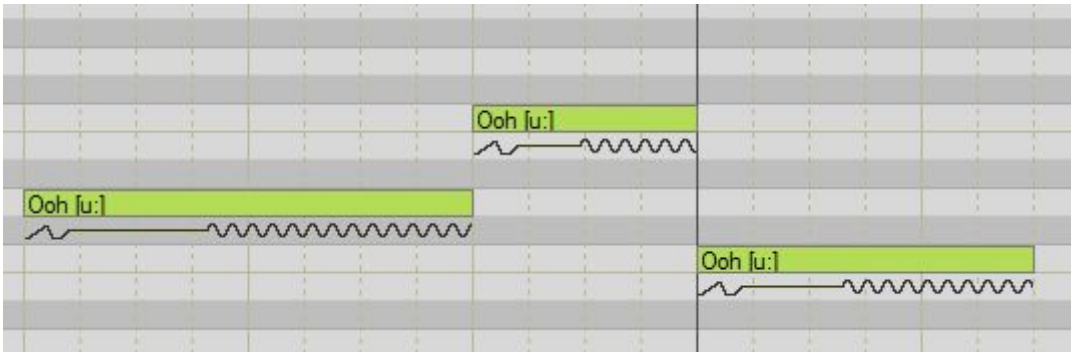


Pitch Rendering P

The curve of synthesized pitches are shown for notes in the piano roll area.

◆ You can perform the same operation by clicking the Pitch Rendering Bar or using the shortcut key [P].

○ Before Pitch Rendering:



● After Pitch Rendering:

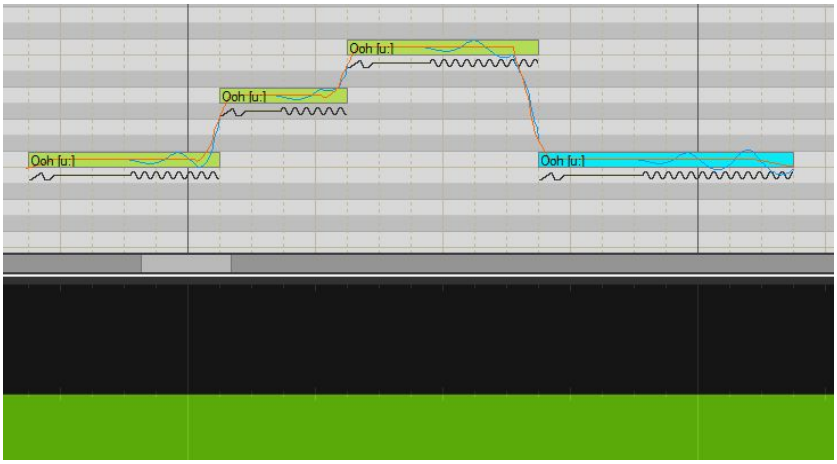
Note

- Pitch Rendering is disabled after editing, such as adding or moving notes. After such edits, you will need to perform Pitch Rendering again.
- If pitch curves are not shown even after performing Pitch Rendering, confirm that "Show Pitch Curve" is on in the "View" menu.

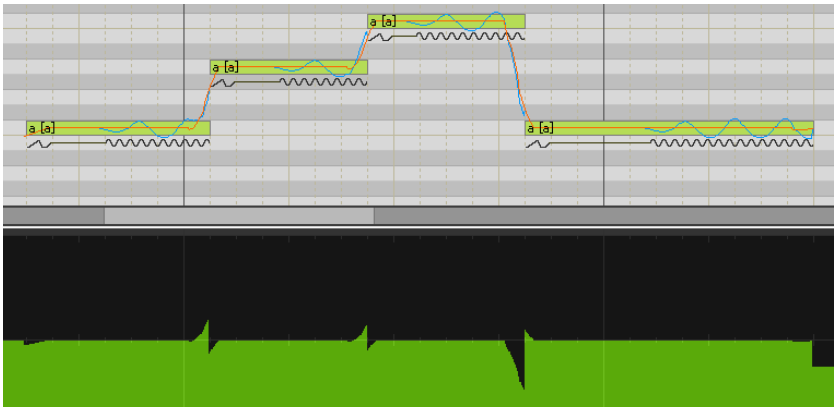
Convert Expression Pitch to PIT

The Expression pitch added automatically by the synthesis engine is converted to **PIT**.

○ Before Expression Pitch **is converted** to PIT:



- After Expression Pitch **is converted** to PIT:



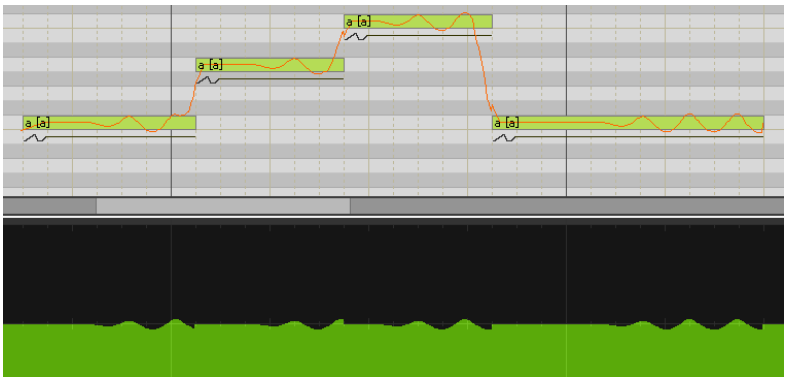
Note

- This function is shown when **PIT** is selected in “Show Control Parameter”.
- Converted parts are automatically switched to “Pitch Snap Mode”.

Convert Vibrato Pitch to PIT

The vibrato pitch added automatically by the synthesis engine is converted to **PIT**.

- After Vibrato Pitch is converted to **PIT**:



Note

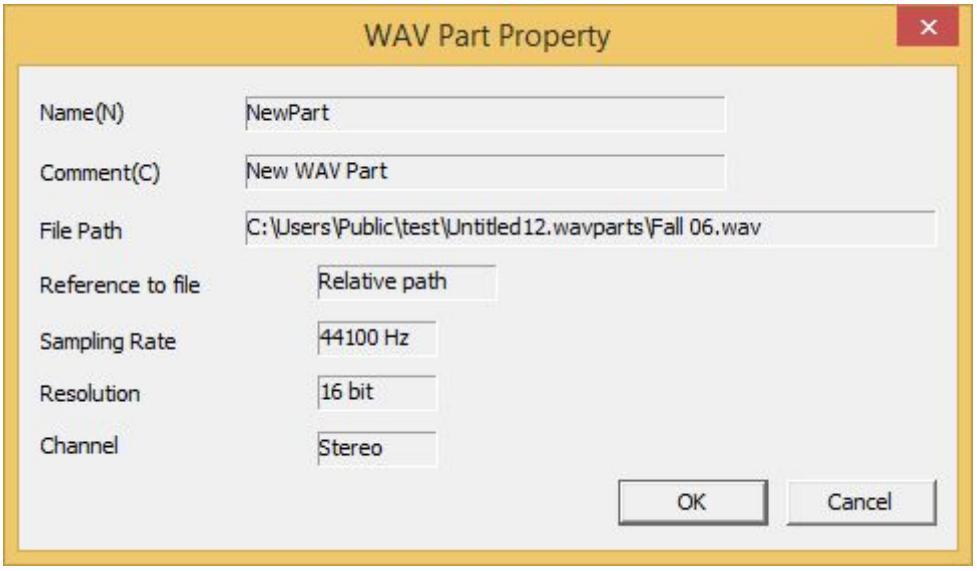
This function is shown when **PIT** is selected in “Show Control Parameter”.

Part Property

This selection opens the Part Properties window for the part selected on a VOCALOID track or a WAV track.

Select a part on a VOCALOID track and then click this command and "Musical Part Property" window opens. You can also select a singer for the musical part.

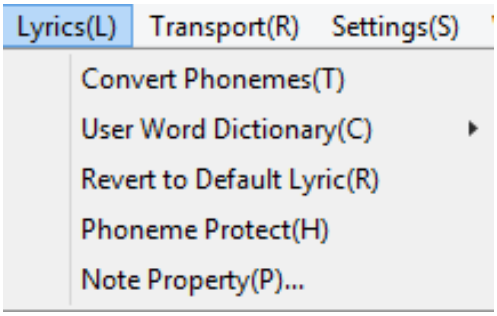
"WAV Part Property" window will open on the WAV tracks. You can change the part name and add comments.



Double-clicking on the singer name in a part in the Track Editor will bring up the "Musical Part Property" dialog for that part.

Lyrics

The "Lyrics" opens menus related to lyrics.

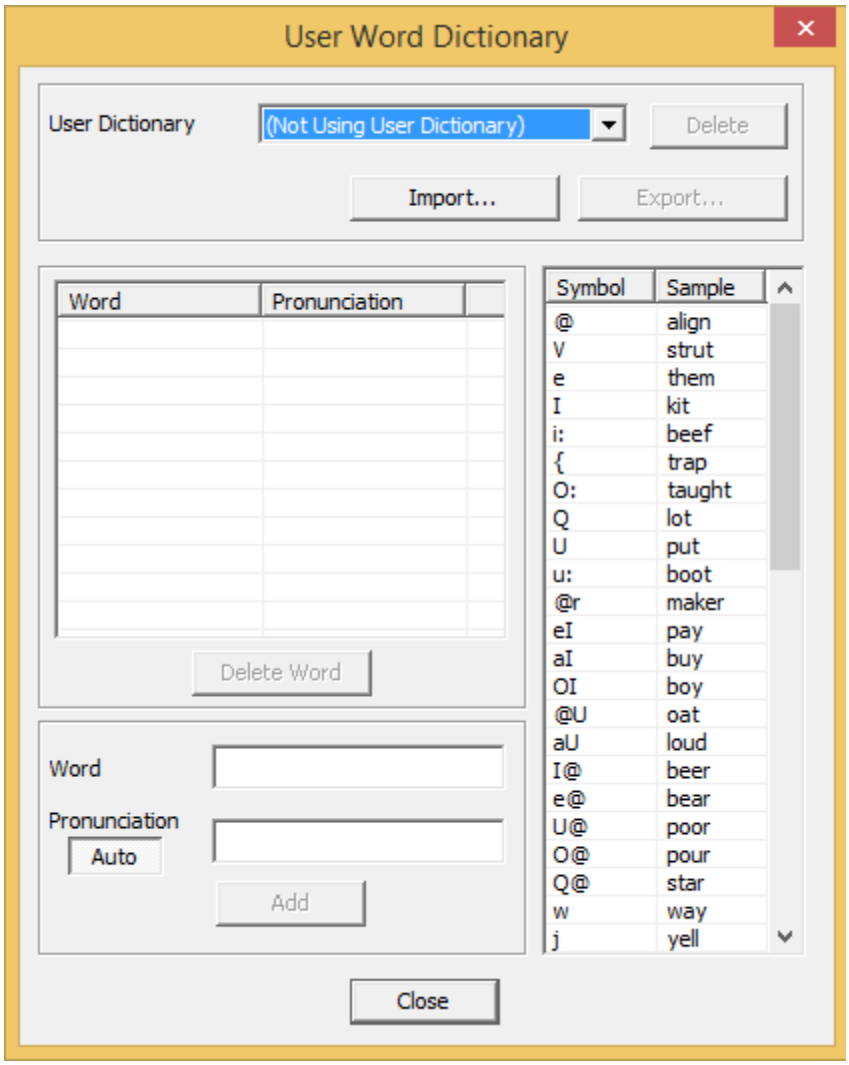


Convert Phonemes

MIDI file lyrics imported via the "File" menu "Import ..." command are converted into data that can be sung by VOCALOID4 Editor.
This function is not necessary for lyrics that were entered using VOCALOID4 Editor.

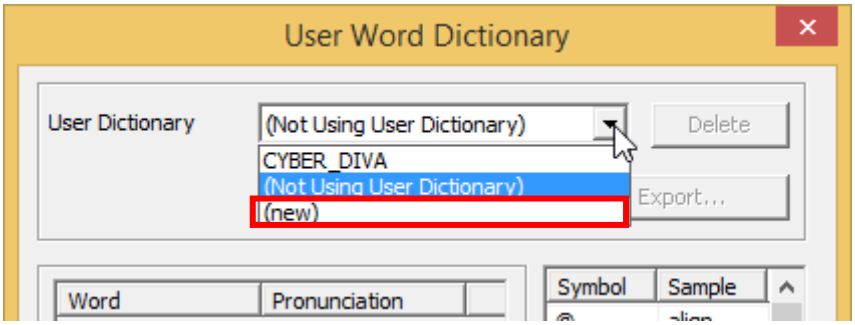
User Word Dictionary

You can add and edit new words to the dictionary provided with VOCALOID4.
If you do not use a user dictionary, select "(Not Using User Dictionary)" from the pull-down list in "User Dictionary".



Create a New User Dictionary

To create a new user dictionary, select "(new)" from the bottom of the pull-down list in "User Dictionary".



Enter a dictionary name for "User Dictionary Name" in the "Create User Dictionary" dialog box, and click "Create".

Import/Export Dictionary

Import

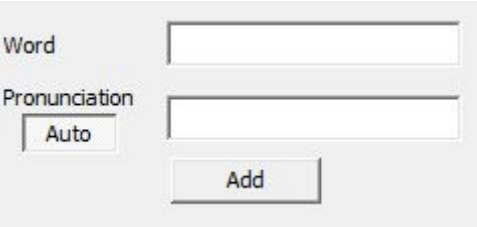
Import the required dictionary files, such as dictionary files from other environments or dictionary files associated with some Voice Banks.

Export

Output the dictionary files that are currently used (selected).

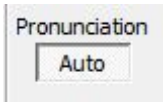
Add New Words and Pronunciations

Once you have created a new user dictionary or selected a previously-created user dictionary you can add new words and pronunciations as required.
Type your word into the “Word” space.



If the "Auto" button is ON the appropriate phonetic symbols will automatically be generated and entered in the “Pronunciation” space for you. (The "Auto" button is ON when the User Dictionary window is opened.)

When ON



When OFF

You can also enter the phonetic symbols in the "Pronunciation" space.
The available phonetic symbols and the corresponding pronunciation samples are shown in the chart on the right side of the window for convenient reference.

Symbol	Sample
@	align
V	strut
e	them
I	kit
i:	beef
{	trap
O:	taught
Q	lot
U	put
u:	boot
@r	maker
eI	pay
aI	buy
OI	boy
@U	oat
aU	loud
I@	beer
e@	bear
U@	poor
O@	pour
Q@	star
w	way
j	yell

When the new word and pronunciation have been entered as required, click the "Add" button to actually register them in the dictionary. Registered words and their corresponding pronunciations are displayed in the list in the upper area of the "User Word Registration" window.

Editing Existing Entries

To edit an existing word and/or its pronunciation in the User Word Dictionary, double-click the entry in the list displayed in the User Dictionary window. The word and its corresponding phonetic symbols will automatically be entered in the "Word" and "Pronunciation" spaces where they can be edited as required.
After editing click the "Add" button to register the changes.

Revert to Default Lyrics

You can reset the lyrics entered for the selected notes.
For an English singer, the lyric reverts to "Ooh [u:]."
For notes where the phoneme is protected, the protection is disabled and the note reverts to the default lyrics.

- You can also select the "right-click menu" that is displayed by right-clicking on the piano-roll area.

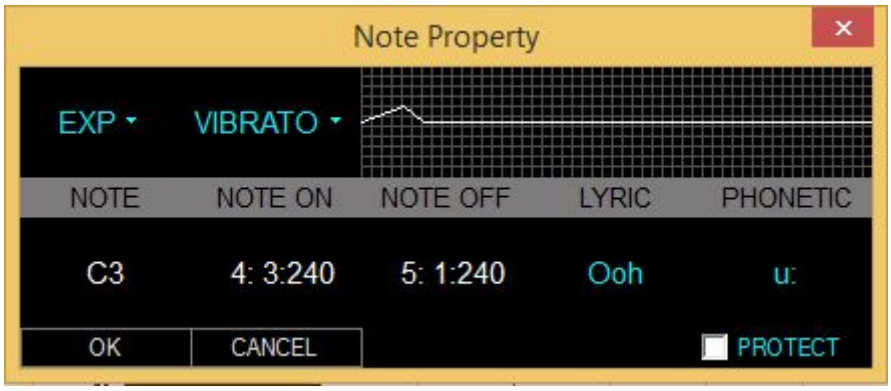
Phoneme Protect

You can enable or disable the Phoneme Protect function.

- You can also toggle it from the "right-click menu" that is displayed by right-clicking the piano-roll area.

Note Property

The "Note Property" window lets you set details such as note expression settings, vibrato, lyrics, and phonemes for each note.



◆ You can select the "Note Property" window from the right-click menu that is displayed by right-clicking a note on the piano-roll.

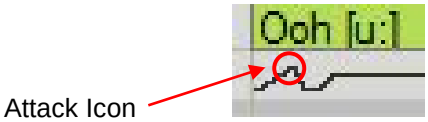
You can set the following five properties in the "Note Property" window.

- Note Expression Property
- Vibrato Property
- Lyrics
- Phoneme
- Phoneme Protect

Note Expression Property

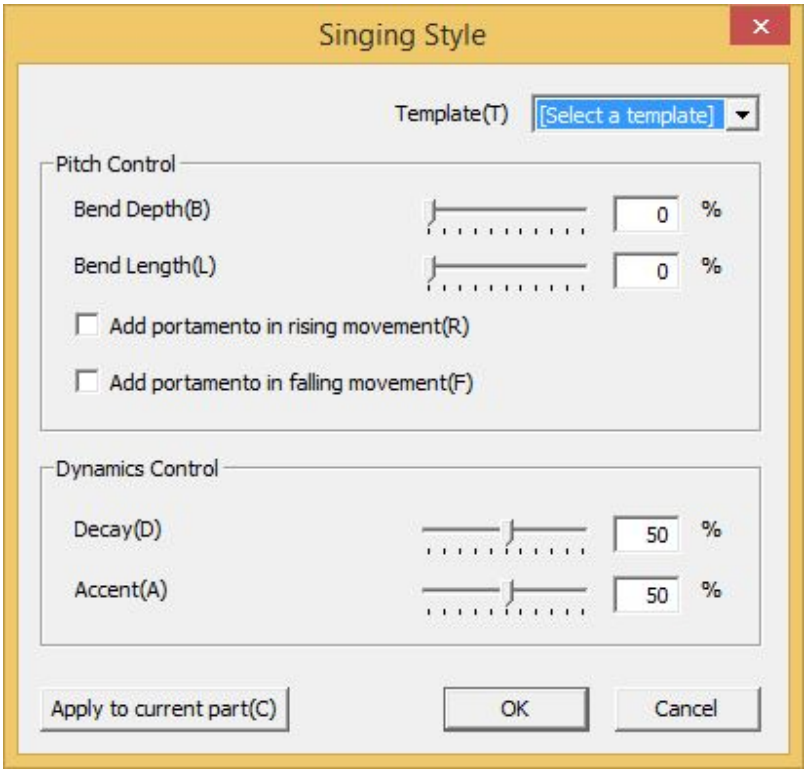
You can adjust parameters related to expression.
Click "EXP" on the left side of the "Note Property" window to open the "Note Expression Property" window.

◆ You can also open this window by double-clicking the "attack icon".



Note

If you use the latter method to change the settings, you only need to click the "OK" button in the "Note Expression Property" window to apply the changes. But if you access the "Note Expression Property" window via the "Note Property" window you will also need to click the "OK" button in the "Note Property" window when you have finished editing to apply the changes.



Template

Load a basic expression type from the pull-down menu.

The parameters settings in the window will change accordingly.

Pitch Control

Pitch control adjusts the pitch variation that will occur at the beginning of the note.

- Bend Depth slider (0 - 100%)

  Higher Bend Depth percentages create a pitch variation that covers a greater pitch range.

- Bend Length slider (0 - 100%)

  Higher Bend Length percentages create longer pitch variation.

Add portamento in rising movement

When the pitch of a note is higher than that of the preceding note, a smooth upward “portamento” pitch slide will occur at the beginning of the note.

Add portamento in falling movement

When the pitch of a note is lower than that of the preceding note, a smooth downward “portamento” pitch slide will occur at the beginning of the note.

Dynamics Control

Dynamics control specifies the “shape” of the expression at the beginning of the note.

- Decay slider (0 - 100%)
  Decay increases or decreases the length of the decay.
- Accent slider (0 - 100%)
  Accent increases or decreases the amplitude of the expression.

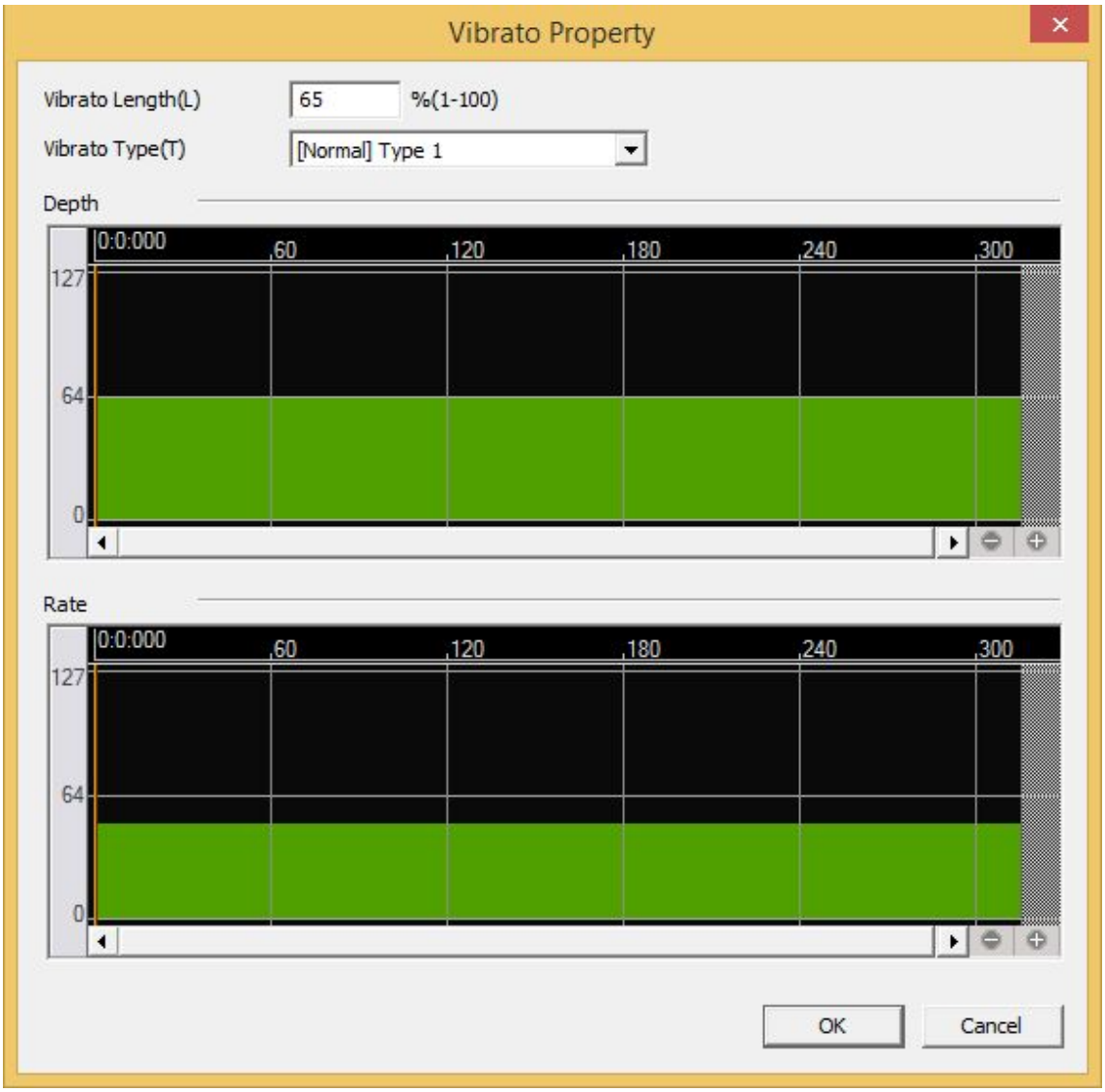
Vibrato Property

Vibrato Property is used to adjust parameters related to Vibrato.
Click "VIBRATO" in the "Note Property“ window to open the “Vibrato Property“ window.

◆ You can also open this window by double-clicking the "vibrato icon".

Note

If you use the latter method you only need to click the "OK" button in the "Vibrato Property" window to apply the changes. But if you access the "Vibrato Property" window via the "Note Property" window you will also need to click the "OK" button in the "Note Property" window when you have finished editing to apply the changes.



Vibrato Length

Sets length of vibrato.

If you change this to 100%, for example, vibrato will occur for the full length of the note. On the other hand a setting of 30% would apply vibrato to only the last 30% of the note.

Vibrato Type

Select a basic vibrato type from "Vibrato Type".

The depth and rate profiles of the type selected from the pull-down menu will appear in the "Depth" and "Rate" windows below.

If you select "Non Vibrato", no vibrato effect will be added.

Note

If you select "Non Vibrato", you cannot edit vibrato.

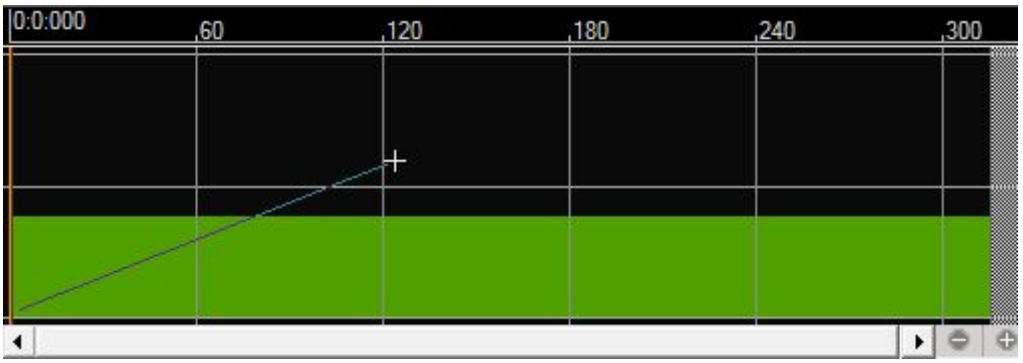
Vibrato Depth and Rate

You can change the depth and/or rate (speed) of the vibrato over the duration of the note.

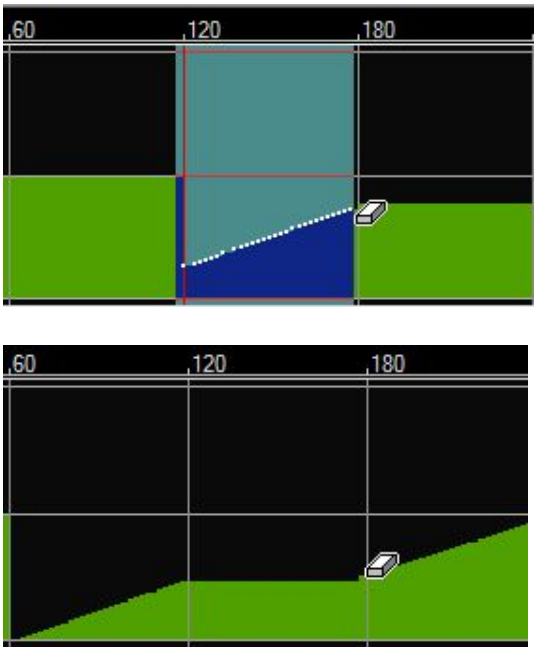
The colored region (green) is the current profile for the corresponding vibrato parameter. The left edge of the graph corresponds to the beginning of the vibrato, and the right edge of the graph corresponds to the end of the vibrato.

Click and drag in the graph window while the “+” cursor is showing to create linear variations and enter values.

(Setting range: 0 through 64 (median) to 127)



Other tool options and edit functions can be selected from the contextual menu that opens when you right-click in the graph area. The Eraser tool can be clicked and dragged along a section of the graph, creating a flat segment with a value corresponding to the point at which you began dragging (dragging from left to right).



The Arrowtool can be used to drag-select a section of the graph, after which you can press the [Delete] key on your computer keyboard to create a flat section in much the same as the Eraser tool - i.e. the value of the flat section is determined
by the value at the leftmost edge of the selected section.

Related information: Vibrato

Lyric Editing

Enter text-edit mode for lyrics.
Click the lyrics displayed in the "LYRIC" field in the "Note Property" window to enter text-edit mode, and then enter new lyrics.
When you have entered the changes, press the [ENTER] key on your keyboard to actually enter the change.
To apply the changes to the notes, click "OK" in the "Note Property" window, or press the [Enter] key on the keyboard.

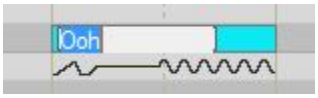
Related information: Entering and Editing Lyrics

Editing Phoneme

Enter text-edit mode for phoneme.

Click the phoneme displayed in the "PHONETIC" field in the "Note Property" window to enter text-edit mode, and then enter new phoneme.
When more than one phonetic symbol is required the symbols must be separated by spaces.
When you have entered the changes, press the [ENTER] key on your keyboard to actually enter the change.
To apply the changes to the notes, click "OK" in the "Note Property" window, or press the [Enter] key on the keyboard.

It is possible to edit phonetic symbols by holding down the [ALT] key and double clicking a note. This operation is to replace the normal double click action in the “Phoneme Preferred Display”.



Note

A phonetic symbol and pronunciation sample chart is provided in the Appendix of this manual.

Related information: Editing Phoneme

Phoneme Protect

You can protect phoneme.
Place a check mark in the "PROTECT" check box on the bottom right side of the "Note Property" window to prevent edited phoneme from being restored to the default phonetic symbols when lyrics are entered.
Further, if the default phoneme for lyrics are changed, a check mark is automatically added to the "PROTECT" check box.
To apply the changes to the notes, click "OK" in the "Note Property" window, or press the [Enter] key on the keyboard.
Notes now display a square in the upper-right corner of the note when their phonetic symbols are protected by the protect check box in the "Note Property" dialog.

- You can also toggle it by selecting "Phoneme Protect" in the "Lyrics" menu, or from the "right-click menu" that is displayed by right-clicking the piano-roll area.

Transport

This selection opens a menu related to transport controls.

The commands in the "Transport" menu are the same as those in the Toolbar and Shortcut Keys, such as playback and fast forward.

Play

Begins playback.
If the Repeat setting is not on, playback will stop automatically at the end of the selected track.

◆ Shortcut keys: [Enter], [Space]

Playback Musical Part

Begins playback of the currently selected musical part. Playback will stop automatically at the end of the part.

Stop

Stops playback.

◆ Shortcut keys: [Enter], [Space]

To Top

To go directly to the beginning (top) of the track.

If the smart marker is set, you can jump directly to that point.

◆ Shortcut key: Period [.]

To End

Click to jump directly to the end of the track.

Rewind

Steps backward in one-measure increments with each click.
If the song position is set anywhere other than the beginning of a measure, the first click steps backward to the beginning of the measure and each subsequent click steps backward in one-measure increments.

Fast Forward

Steps forward in one-measure increments with each click.
If the song position is set anywhere other than the beginning of a measure, the first click steps forward to the beginning of the next measure and each subsequent click steps forward in one-measure increments.

Move View to Current Position

Rapidly scrolls to the location of the song position so that the song position marker appears within view.

Repeat

Playback between the start and end markers will repeat continuously.
(Markers are set on the Transport Tool Bar.)

Stop the repeating playback by clicking "Stop" in the "Transport" menu or by pressing the stop button in the transport tool bar.

◆ Shortcut keys: Stop, [Enter]

Auto Scroll

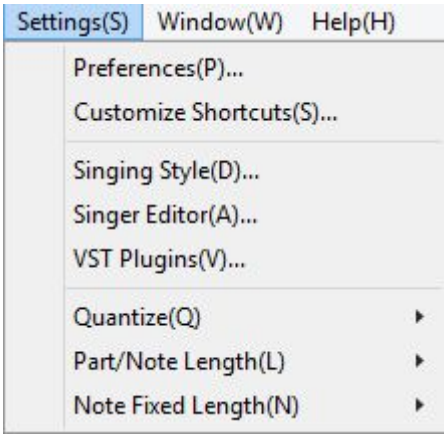
The “Auto Scroll” function is activated when checked.

- When auto scroll is on:
  The sequence window will scroll to the right as the sequence plays, always maintaining the song position marker within view.

- When auto scroll is off:
  The song position marker will move to the right
  and disappear off the end of the track window when the sequence is played back.

Settings

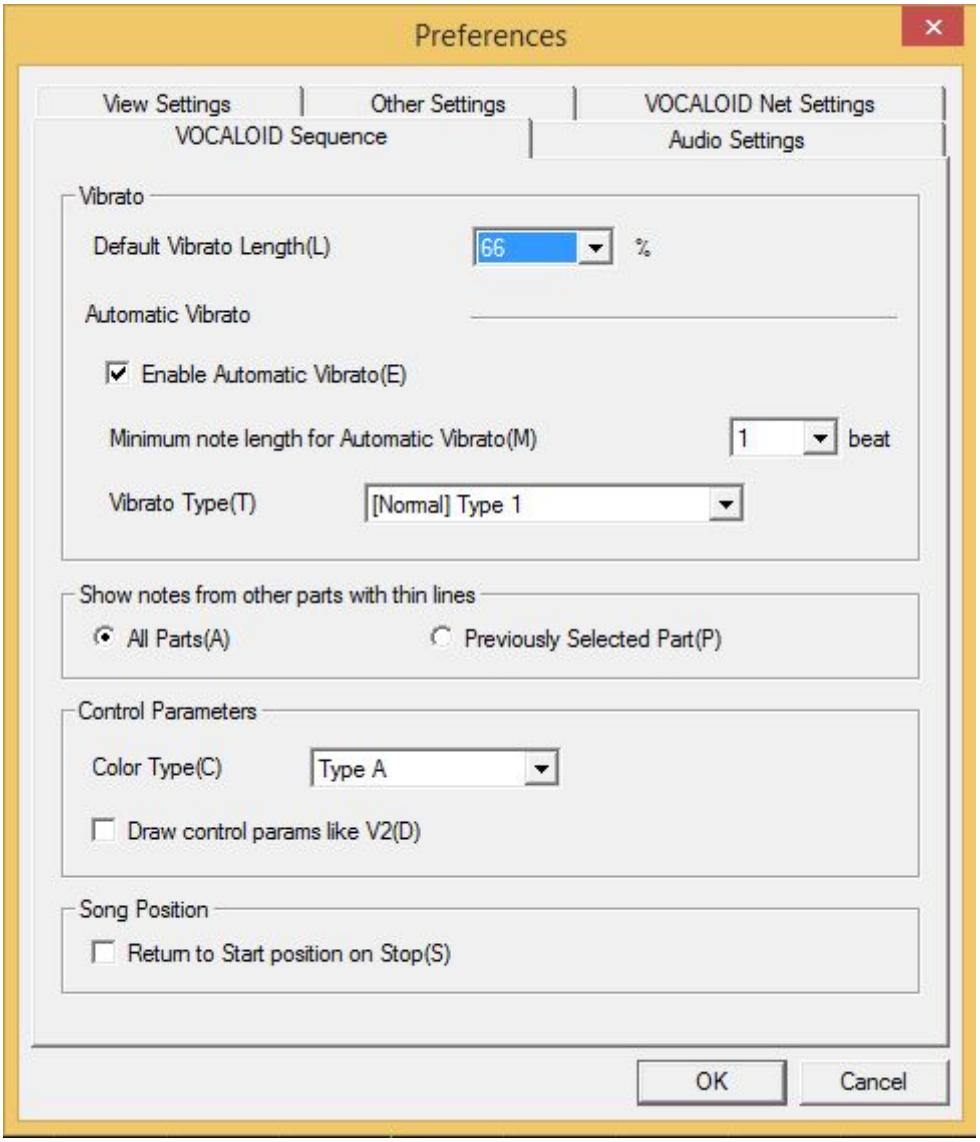
The "Settings" opens menus related to settings.



Preferences

This item opens the “Preferences” window with five tabs (VOCALOID Sequence, Audio Settings, View Settings, Other Settings, VOCALOID Net Settings), allowing access to the parameters on each tab.

“VOCALOID Sequence” Tab



Vibrato

- Default Vibrato Length:
  The “Default Vibrato Length” parameters specify the length of the vibrato applied to notes as a percentage of the note length.
  Select a value from the pull-down menu (50, 66, 75, 100). (Default value: 66)
- Enable Automatic Vibrato:
  The “Automatic Vibrato” settings specify whether or not vibrato will be automatically applied to entered notes. When enabled, vibrato is automatically applied to entered notes.

- Minimum note length for Automatic Vibrato:
  You can specify the shortest notes to which vibrato will be automatically applied (in beats).
- Vibrato Type:
  You can select the type of the vibrato that will be applied from the pull-down menu.

Show notes from other parts with thin lines

- All Parts: (Selected by default)
  All of the parts not currently displayed are displayed on thin lines.
- Previously Selected Part:
  Only the part selected immediately before will be displayed.
  If you want to display multiple parts transparently when using this setting, select multiple parts using the [CTRL] key, and then reopen the part that you want to edit.

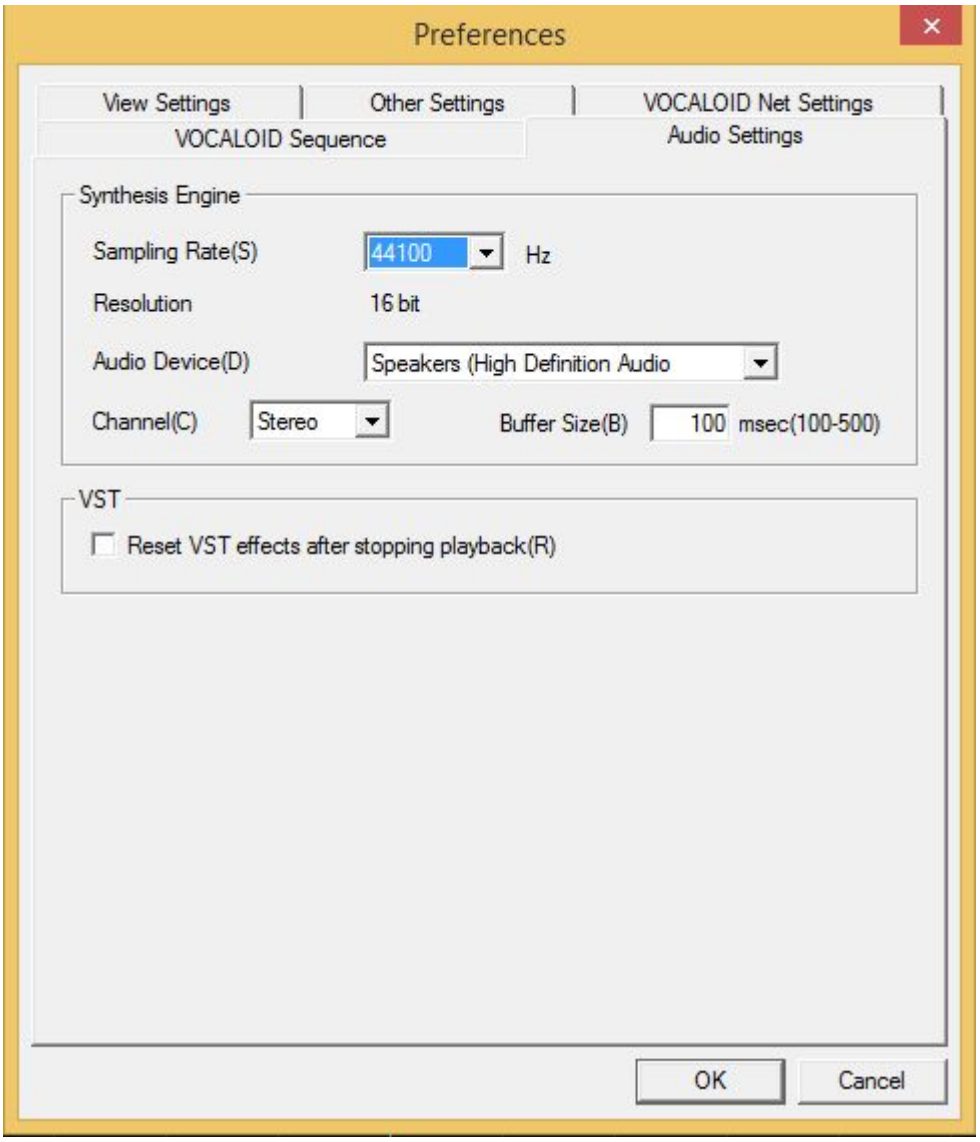
Control Parameters

- Color Type:
  In “Color Type” you can choose the Control Parameter (such as VEL and DYN) display color from 4 types.
- Draw control params like V2:
  When drawing Control Parameters with a pen or a line, a break point is added to ensure the value outside of the drawn range isn’t changed.
  This is switched off in the default setting.

Song Position

- Return to Start position on Stop:
  “Return to Start position on Stop” is a function which returns the Song Position back to the playback start position when playback stops.

“Audio Settings” Tab



Synthesis Engine

- Sampling Rate: Select 44100, 48000, or 96000.
  The available sampling rate settings will depend on the sound output device that you are using. (Default value: 44100 Hz)
- Resolution: Fixed at 16 bits.
- Audio Device:
  If you have more than one audio device, you can select the one to which you want to send the VOCALOID4 output via the pull-down menu.

Note

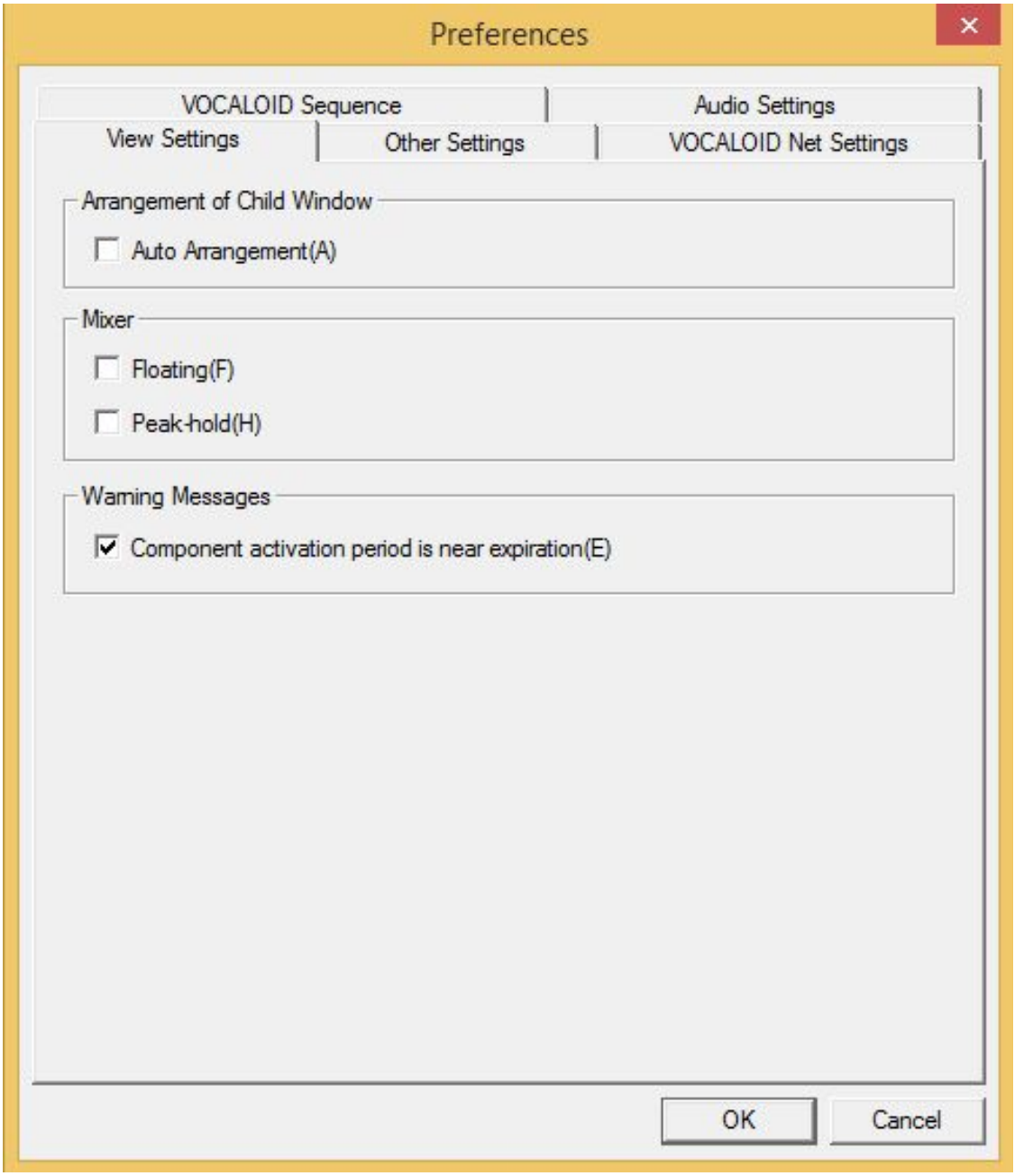
If you change this setting, a message will appear prompting you to restart VOCALOID4 Editor to ensure that the device is connected correctly. (If this setting is made when VOCALOID4 Editor is started, you will not be prompted to restart.)

- Channel:
  Select stereo or mono output.
- Buffer Size:
  The “Buffer” parameter can be used to set the audio output buffer to match the capabilities of your computer and audio output device.

VST

- Reset VST effect after stopping playback: All VST effects in use are reset when sequence playback stops.

“View Settings” Tab



Arrangement of Child Window

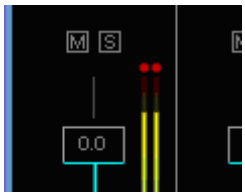
- Auto Arrangement:
  When the main window is resized, checking “Auto Arrangement” tracks this size and automatically optimizes the sub-windows for display.

Mixer

- Floating:
  Checking “Floating” displays the Mixer Window separately from the VOCALOID4 Editor Main Window.
  Alternatively, the menu to change this setting is displayed by right-clicking the Mixer.

* This is switched off in the default setting.

- Peak-hold:
  When enabled, the Peak Indicator (shown below) stays on (in Hold status) after an excessive audio signal is input and a clip occurs (The Peak Indicator lights in red when a clip is detected). Click the red Peak Indicator to release the hold status.

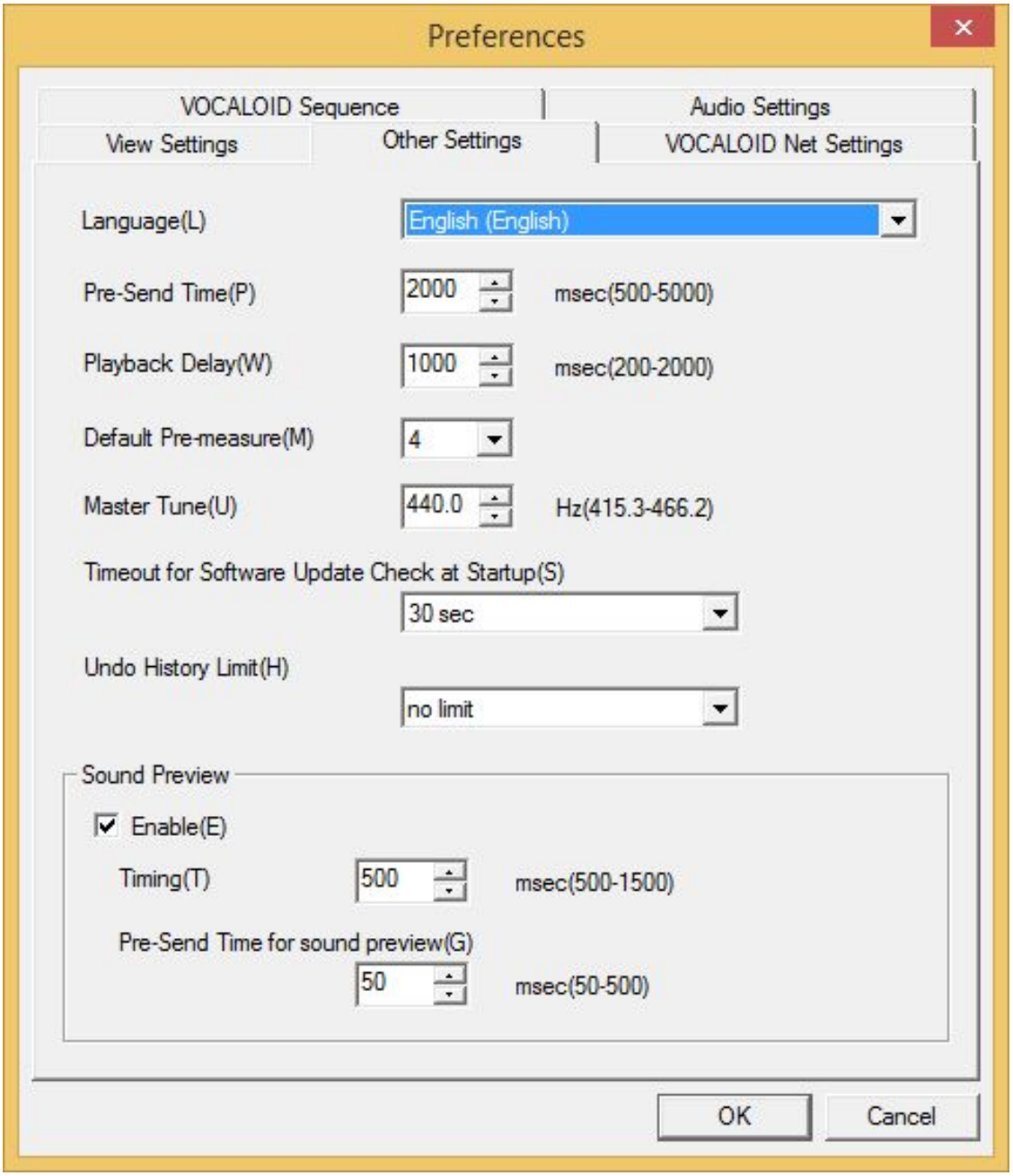


* This is switched off in the default setting.

Warning Messages

- Component activation period is near expiration:
  You will begin to receive alert messages 2 weeks before the expiration date of your version of VOCALOID4 Editor if it has a serial number with an expiration date.
  This is switched on in the default setting.
  If an alert message is displayed when VOCALOID4 Editor is running, please confirm the application’s activation status by going to the "Help" menu and selecting “About VOCALOID4 Editor”.

“Other Settings” Tab



Language

Select the language you want to use in VOCALOID4 Editor windows from the pull-down menu.

Pre-Send Time

Set how early to send data to trigger the note.
(Default value: 2000 msec)

Note

For human singing voices, it is normal for the sound of a consonant to start before note on. For the VOCALOID voice synthesis system to simulate a human singing voice, the synthesis of consonants starts a set amount of time before note on.
If the "Pre-Send Time" is too short, consonants will not be synthesized in time, resulting in unclear pronunciation. In such cases, increase the setting value.

Playback Delay

Set the delay time from the start of playback until the note is actually voiced.
(Default value: 1000 msec)

Note

"Playback Delay" must be set to a value that is long enough to allow for the "Pre-Send Time". If this "Playback Delay" is too short, your computer might be unable to perform the necessary processing in time. In such cases, increase the setting value.

Default Pre-measure

Specifies the number of “pre-measures” before the actual sequence region in the sequence track begins. Pre-measures are indicated by negative numbers in the MEASURE ruler, and are a darker color than the playable region beginning at measure 1 on the piano-roll. (Default value: 4)

Master Tune

You can change the standard A3 = 440.0 Hz (default value). (Setting range: 415.3 to 466.2) Setting the value higher results in a higher standard pitch.

Timeout for Software Update Check at Startup

Set the maximum value for the time that VOCALOID4 Editor will wait to check for new update releases via Internet connection.
If you select “Never check”, the update confirmation check itself will not occur.
(Default setting: 30 sec)

Undo History Limit

It is possible to set a limit on the number of times undo/redo can be done under the VOCALOID4 Editor “Undo/Redo” function. (Default setting: no limit)

Note

If any of the following conditions apply, it might be possible to limit the amount of memory used by setting a value other than "no limit".

- Your computer has less than 2GB RAM capacity.
- You will be producing a large number of musical tracks.
- You will be adjusting the control parameter for finer clarity.
- VOCALOID4 operates as if under duress during the editing process, or you will be continuously spending long hours editing.

Sound Preview

This is the setting related to the sample sound produced when clicking the keyboard on the left side of the piano-roll area or clicking and holding the note.

■ Enable:
When on, the default sound is output for the singer in the part currently open.
When off, no sound is output.

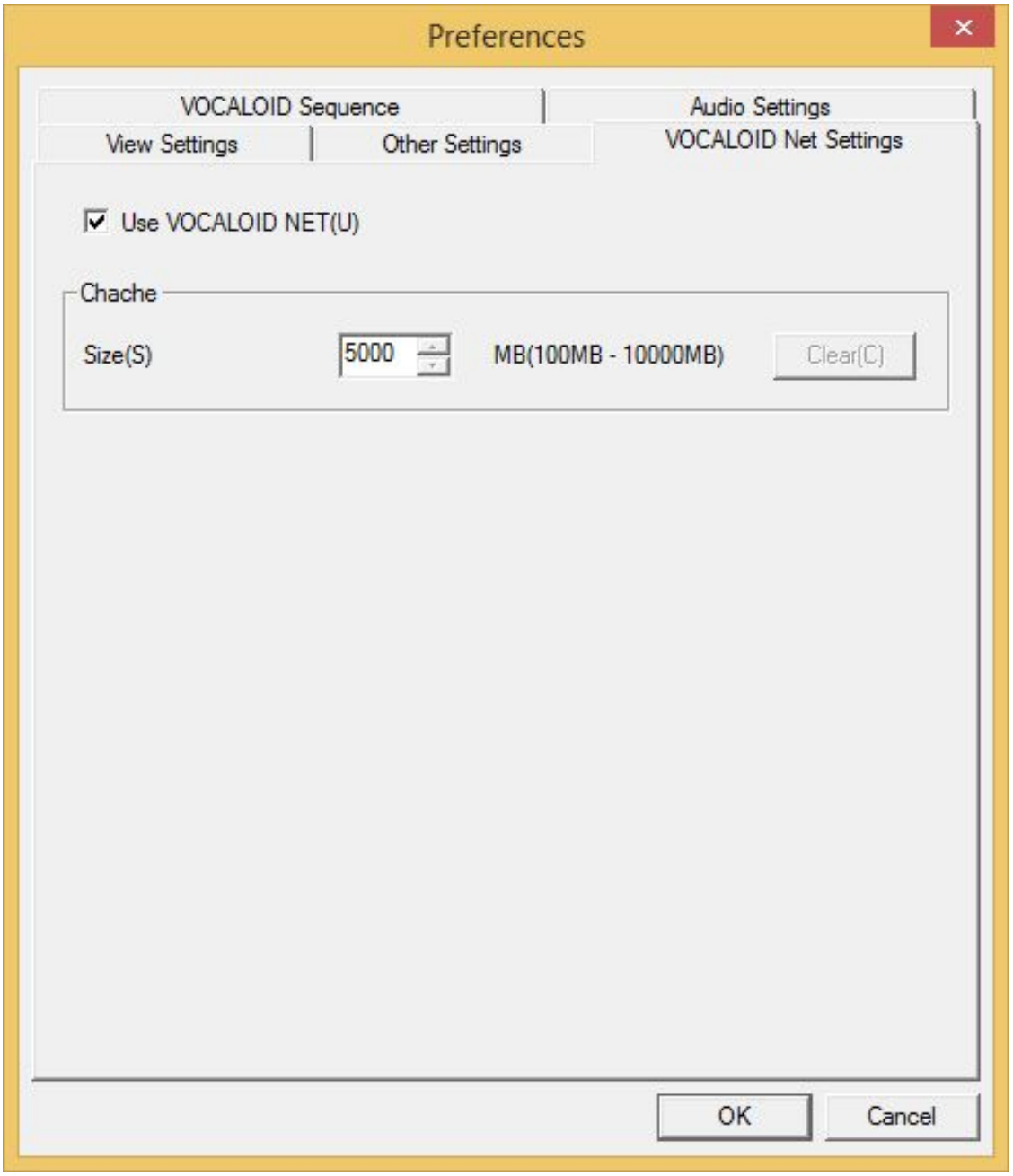
- Timing:
  Determine the length of time you must click and hold the keyboard and note in order to hear the sample sound.

- Pre-Send Time for sound preview:
  Determine the maximum length of the first consonant in the sample sound.

Note

If no sound is output even when "Enable" is checked, check the volume on the Mixer or if the track is muted.

"VOCALOID Net Settings" Tab



To use VOCALOID NET, add a check mark to "Use VOCALOID NET".

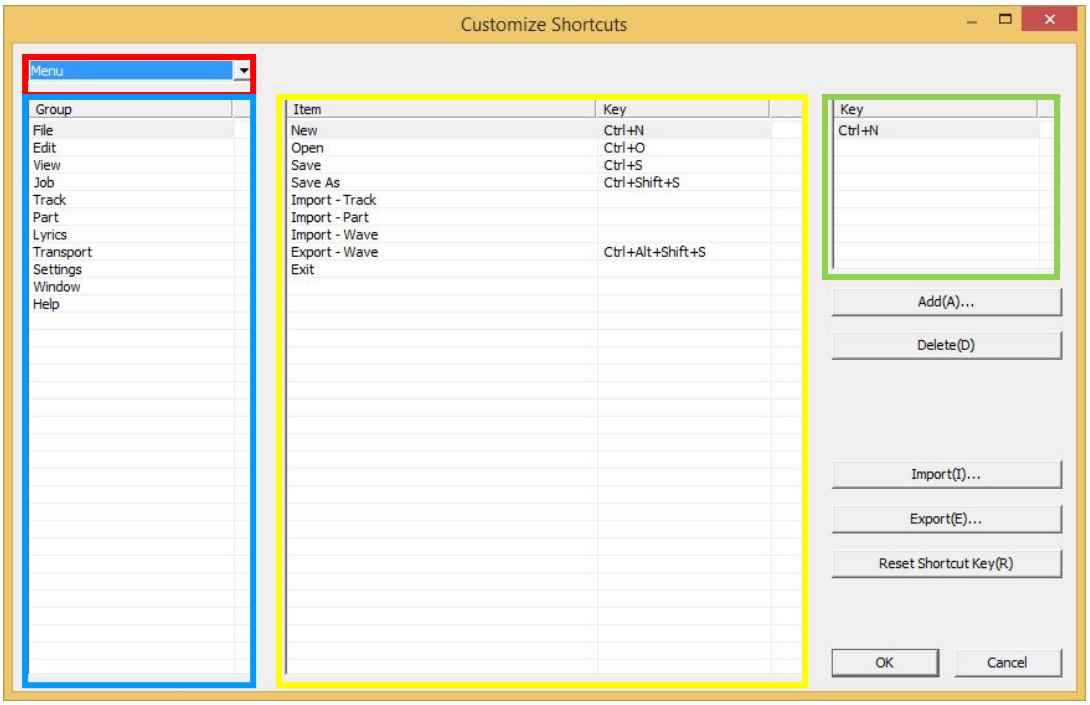
Cache

- Size: (Default value: 5000MB)
  Set the size of the cache that can be used with VOCALOID NET.

- Clear:
  You can clear the cache by clicking the "Clear" button.

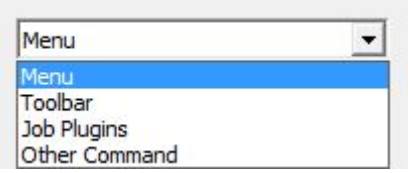
Customize Shortcuts

You can edit the settings for shortcut keys.



Category

You can choose from the four categories shown below:



- Menu
  - Includes the menu bar functions for VOCALOID4 Editor.
- Toolbar
  - VOCALOID4 Editor's editing and transport toolbar functions

■ Job Plugins

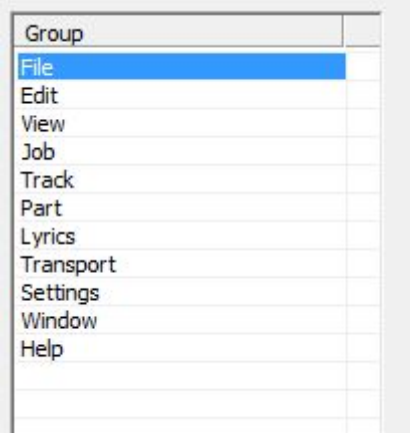
• Job Plug-ins for VOCALOID4 Editor post-installation.

■ Other Command

• Commands without menus or icons, such as contextual menus and zoom functions

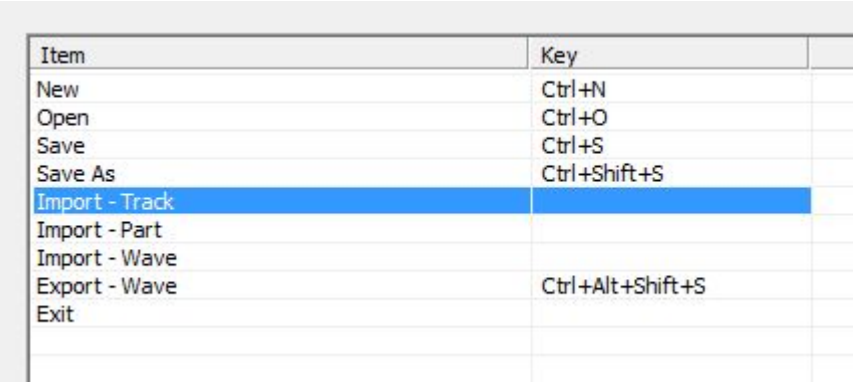
Group

Once you have selected one of the above categories, the relevant category will be displayed in a list with other related groups.

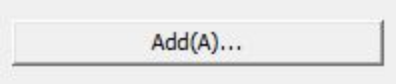


Item

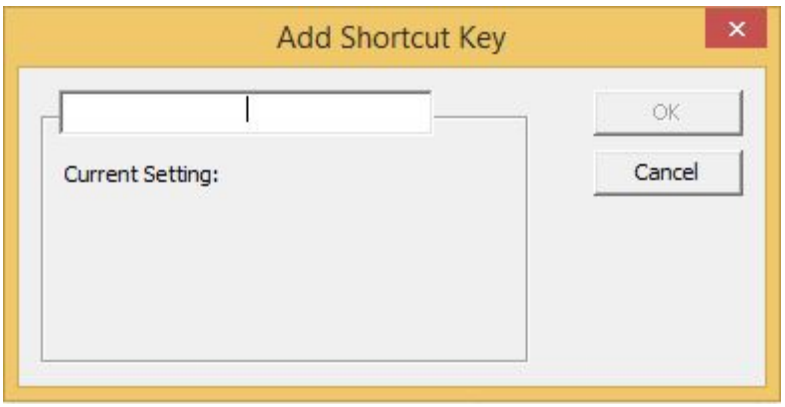
Once you have selected one of the above groups, items related to the relevant group will be displayed. The shortcuts for the functions displayed for these items can be applied.



☐ Add

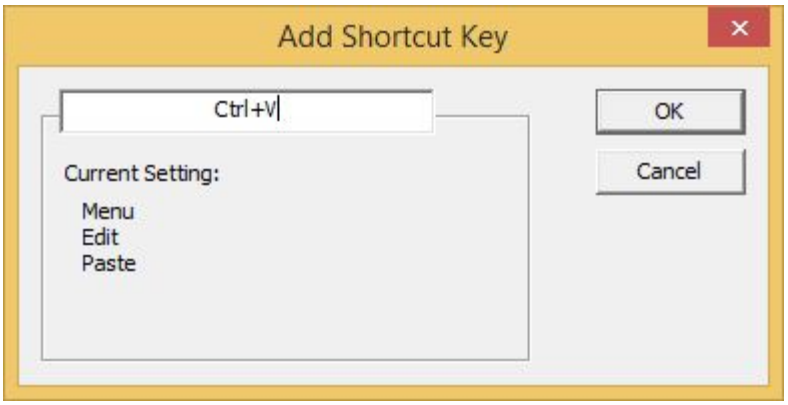


You can add a shortcut to items by double-clicking on the item, or selecting the item and then clicking the “Add” button. Once this is done, a pop-up window called “Add Shortcut Key” will be displayed, as shown below.

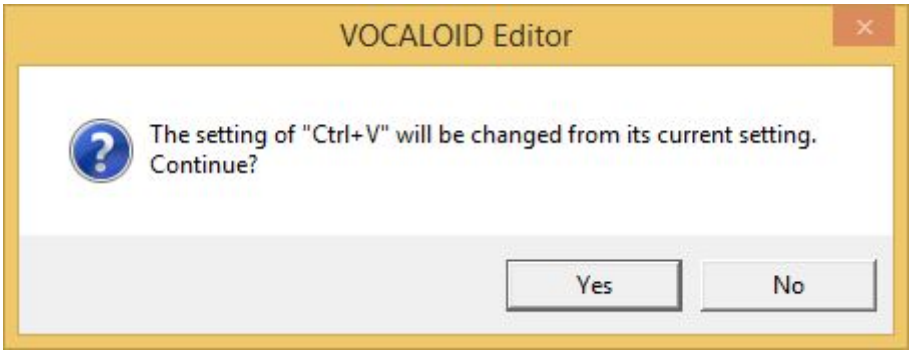


The keys you want to designate will be shown together in the pop-up window once you press them.

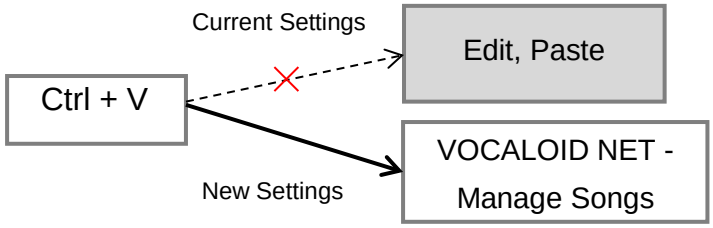
For example, if pressing the [CTRL] key plus [V] key at the same time, they will display as shown below:



Once the new shortcut has been successfully applied and saved, a confirmation message will appear as shown below:

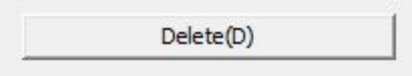


Please click “Yes” to change the current setting to the new setting. Once the settings are updated, the previous shortcut will be deleted and set to the new key.



Click "No" if you do not want to change the current settings.
The "Add Shortcut Key" window is displayed again, and you can select a different key.

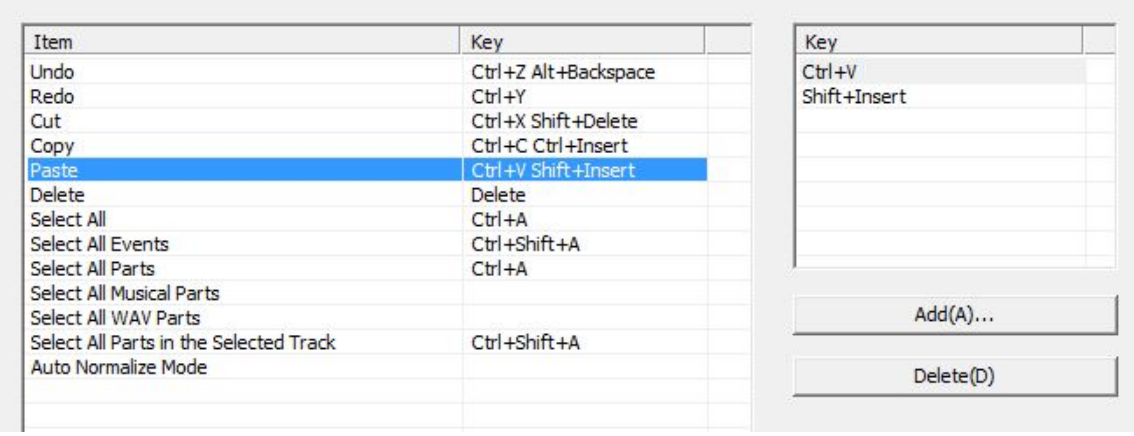
☐ **Delete**



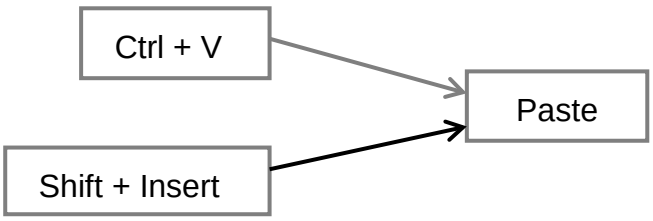
You can delete unnecessary shortcut key settings from the list of predefined shortcuts.

List of predefined shortcuts

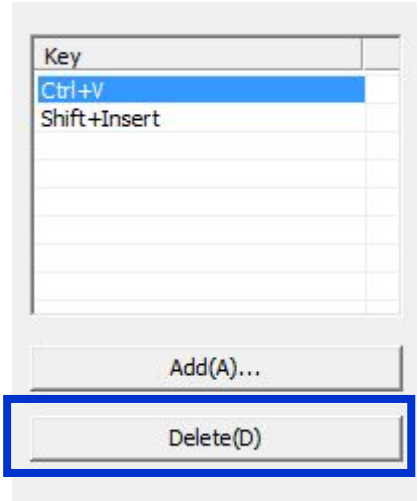
All of the shortcuts for any selected item are displayed in a window. It is possible to apply multiple shortcuts to each item.



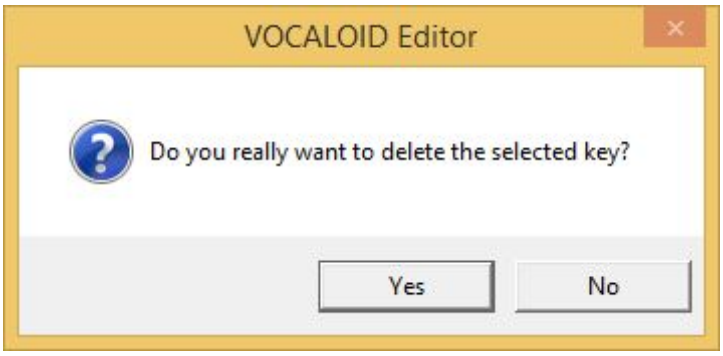
Two shortcut keys are applied to the "Paste" function.



Select the shortcut key you want to delete from the list, and click the "Delete" button.

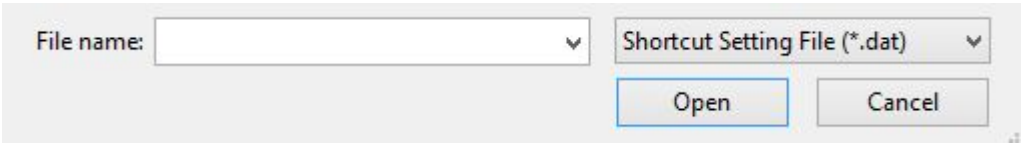


A message is displayed to confirm if you really want to delete this shortcut. Select "Yes" to delete the shortcut.



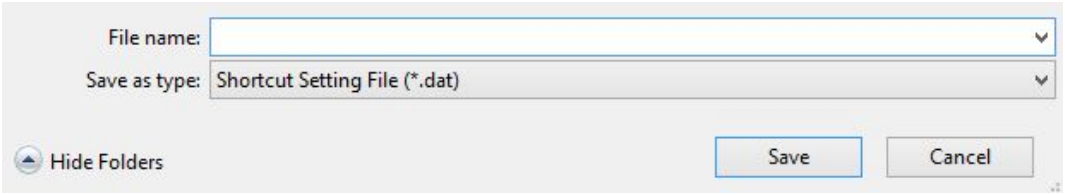
☐ Import

You can import settings by opening a saved shortcut settings file (*.dat file) from the dialog box.

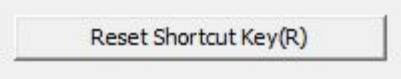


☐ Export

You can save a settings file (*.dat file) by entering a file name in the dialog box.

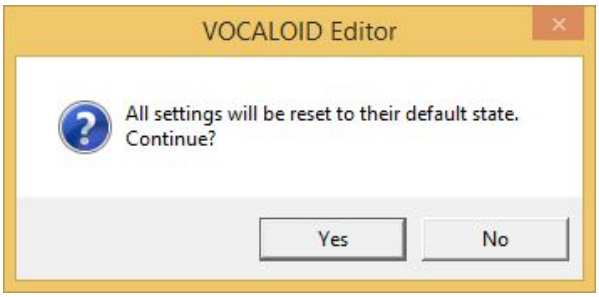


☐ Reset Shortcut Key



It is possible to return all shortcuts to VOCALOID4 Editor's original default settings.

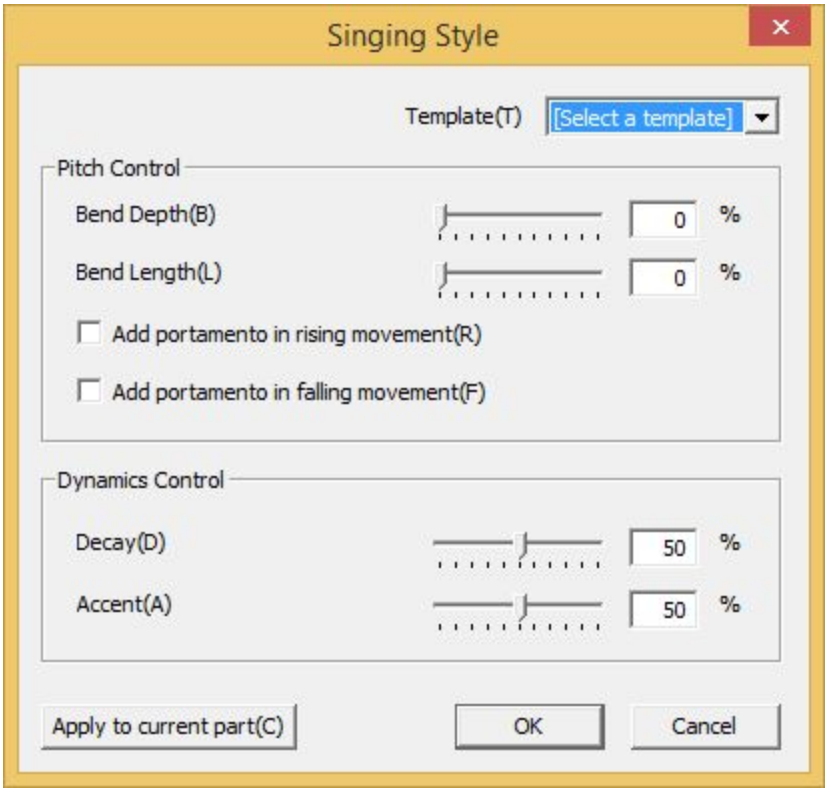
Click the "Reset Shortcut Key" button. Once you do this, a confirmation message will appear asking if it is all right to reset.



Once you click "Yes", all settings will be returned to their defaults.

Singing Style

This window lets you specify the default expression settings for new notes entered in the sequence track.



Set the parameters as required and click "OK" to make your settings the defaults.

Template

Load a basic expression type from the pull-down menu.
The parameters settings in the window will change accordingly.

Pitch Control

Pitch control adjusts the pitch variation that will occur at the beginning of the note.

- Bend Depth slider (0 - 100%)
  Higher Bend Depth percentages create a pitch variation that covers a greater pitch range.
- Bend Length slider (0 - 100%)
  Higher Bend Length percentages create longer pitch variation.

Add portamento in rising movement

When the pitch of a note is higher than that of the preceding note, a smooth upward “portamento” pitch slide will occur at the beginning of the note.

Add portamento in falling movement

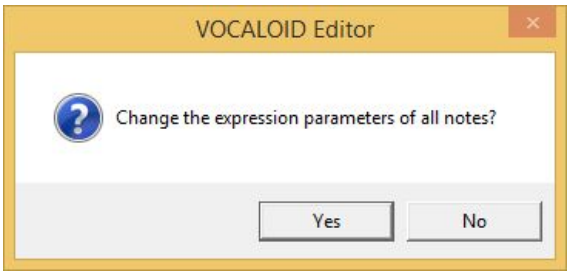
When the pitch of a note is lower than that of the preceding note, a smooth downward “portamento” pitch slide will occur at the beginning of the note.

Dynamics Control

Dynamics control specifies the “shape” of the expression at the beginning of the note.

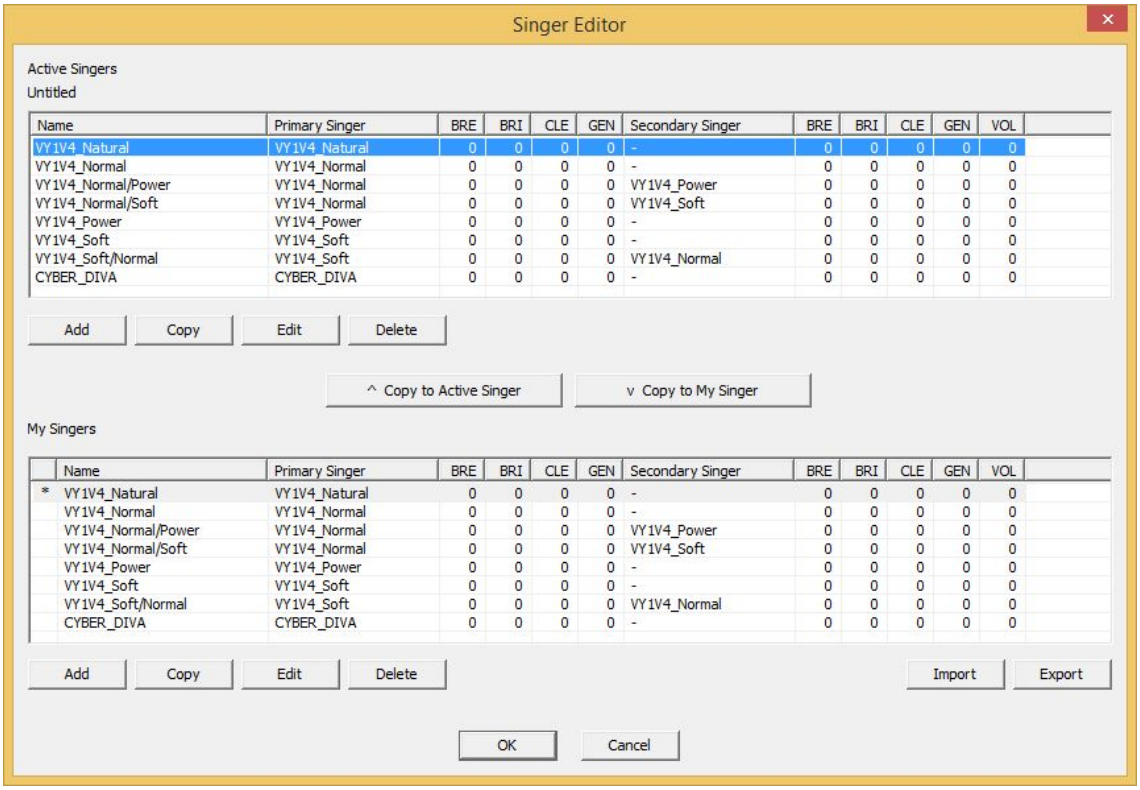
- Decay slider (0 - 100%)
  Decay increases or decreases the length of the decay.
- Accent slider (0 - 100%)
  Accent increases or decreases the amplitude of the expression.

If you click "Apply to current part", a confirmation window will appear asking "Change the expression parameters of all notes?"
Click "Yes" to apply the expression parameters to all notes in the current part, or "No" to cancel.



Singer Editor

This command opens the window for setting Active Singers and My Singers.


Singer Editor
Active Singers
Untitled
Name | Primary Singer | BRE | BRI | CLE | GEN | Secondary Singer | BRE | BRI | CLE | GEN | VOL
VY1V4_Natural | VY1V4_Natural | 0 | 0 | 0 | 0 | - | 0 | 0 | 0 | 0 | 0
VY1V4_Normal | VY1V4_Normal | 0 | 0 | 0 | 0 | - | 0 | 0 | 0 | 0 | 0
VY1V4_Normal/Power | VY1V4_Normal | 0 | 0 | 0 | 0 | VY1V4_Power | 0 | 0 | 0 | 0 | 0
VY1V4_Normal/Soft | VY1V4_Normal | 0 | 0 | 0 | 0 | VY1V4_Soft | 0 | 0 | 0 | 0 | 0
VY1V4_Power | VY1V4_Power | 0 | 0 | 0 | 0 | - | 0 | 0 | 0 | 0 | 0
VY1V4_Soft | VY1V4_Soft | 0 | 0 | 0 | 0 | - | 0 | 0 | 0 | 0 | 0
VY1V4_Soft/Normal | VY1V4_Soft | 0 | 0 | 0 | 0 | VY1V4_Normal | 0 | 0 | 0 | 0 | 0
CYBER_DIVA | CYBER_DIVA | 0 | 0 | 0 | 0 | - | 0 | 0 | 0 | 0 | 0
Add
Copy
Edit
Delete
^ Copy to Active Singer
v Copy to My Singer
My Singers
Name | Primary Singer | BRE | BRI | CLE | GEN | Secondary Singer | BRE | BRI | CLE | GEN | VOL
* VY1V4_Natural | VY1V4_Natural | 0 | 0 | 0 | 0 | - | 0 | 0 | 0 | 0 | 0
VY1V4_Normal | VY1V4_Normal | 0 | 0 | 0 | 0 | - | 0 | 0 | 0 | 0 | 0
VY1V4_Normal/Power | VY1V4_Normal | 0 | 0 | 0 | 0 | VY1V4_Power | 0 | 0 | 0 | 0 | 0
VY1V4_Normal/Soft | VY1V4_Normal | 0 | 0 | 0 | 0 | VY1V4_Soft | 0 | 0 | 0 | 0 | 0
VY1V4_Power | VY1V4_Power | 0 | 0 | 0 | 0 | - | 0 | 0 | 0 | 0 | 0
VY1V4_Soft | VY1V4_Soft | 0 | 0 | 0 | 0 | - | 0 | 0 | 0 | 0 | 0
VY1V4_Soft/Normal | VY1V4_Soft | 0 | 0 | 0 | 0 | VY1V4_Normal | 0 | 0 | 0 | 0 | 0
CYBER_DIVA | CYBER_DIVA | 0 | 0 | 0 | 0 | - | 0 | 0 | 0 | 0 | 0
Add
Copy
Edit
Delete
Import
Export
OK
Cancel

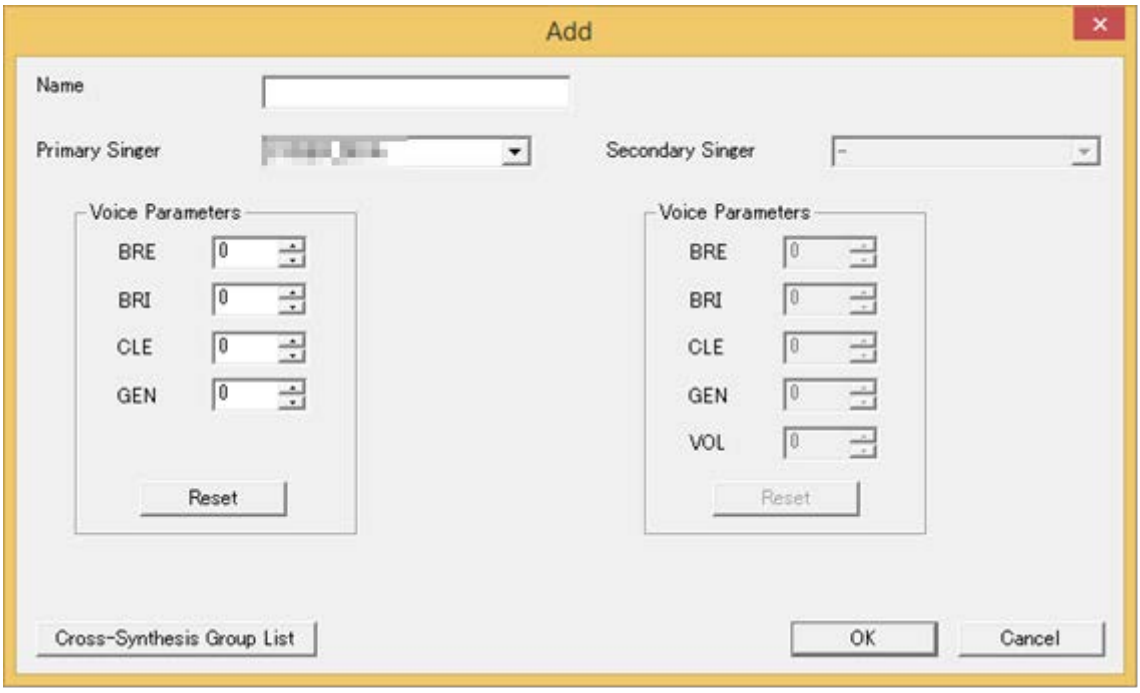
Active Singers

Active Singers shows the settings for singers used in the sequence file currently open. The settings saved in Active Singers are applied to the current sequence only.

There are four setting methods.

☐ Add

You can add a new singer.
Click "Add" to show the "Edit" window.



Name

Enter the name of the singer.

Primary Singer

If there are multiple original singers, you can select the primary singer from the pull-down menu.

Voice Parameters

Set the following parameter values. Setting ranges are shown in ( ).

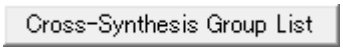
- BRE: Breathiness (-127 to 127)
  A larger value produces more breath noise in the voice.
- BRI: Brightness (-127 to 127)

A larger value produces a brighter voice, while a smaller value produces softer voices. Use smaller values for soft or whispery phrases.

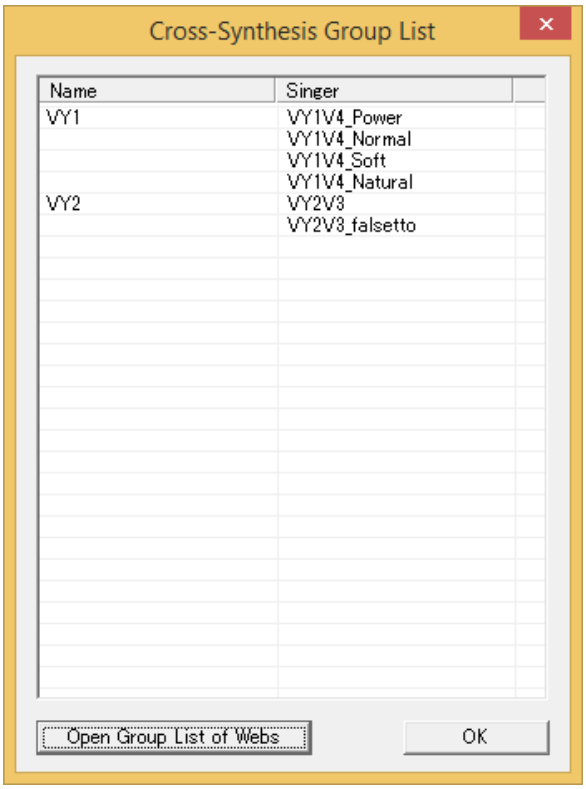
- CLE: Clearness (-127 to 127)
  A larger value produces a sharper and clearer voice, while a smaller value produces a more muffled voice.
- GEN: Gender Factor (-127 to 127)
  A larger value produces a male voice, while a smaller value produces a female voice. You can also adjust this setting to get high-pitched voices suitable for anime characters and animal voices.
- VOL: Volume (-127 to 127)
  Adjust the volume of secondary singers.

Secondary Singer

Secondary Singers can be used when "XSY" is set in the "Edit" field in the Control Parameter area. If there are multiple cross synthesis singers, you can select the singer from the pull-down menu.

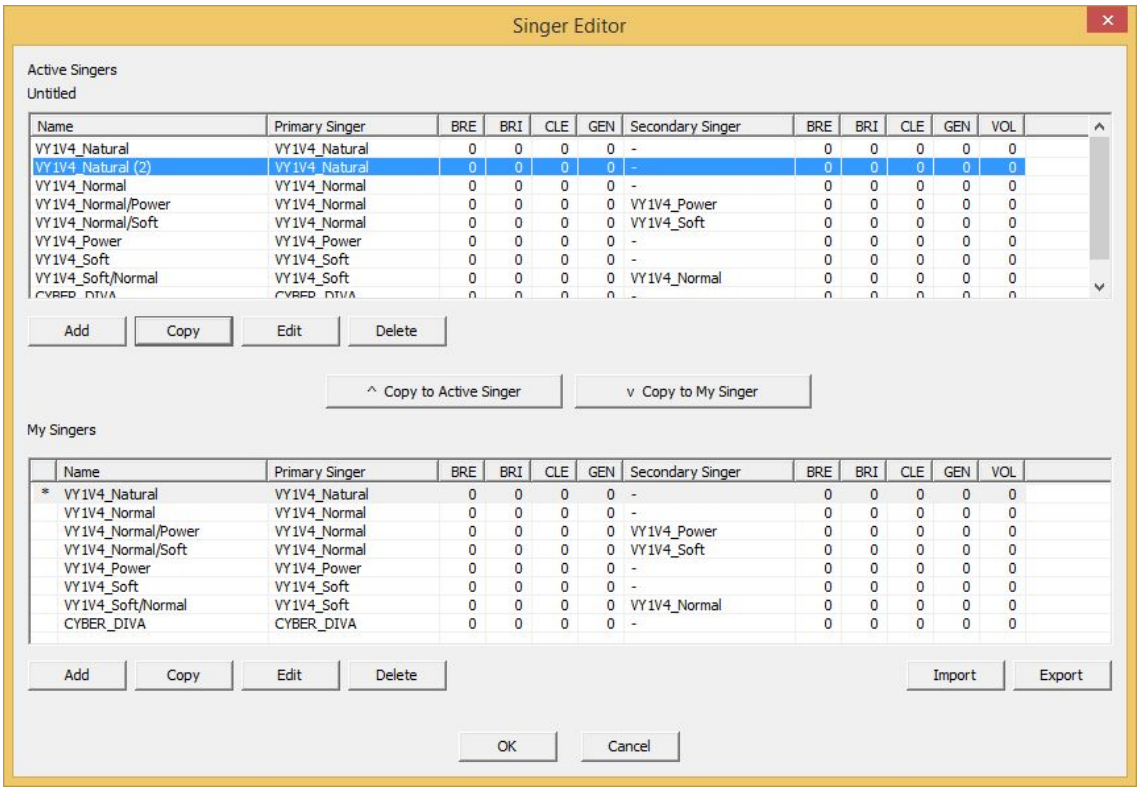


You can click "Cross-Synthesis Group List" to view a list of cross synthesis singers.



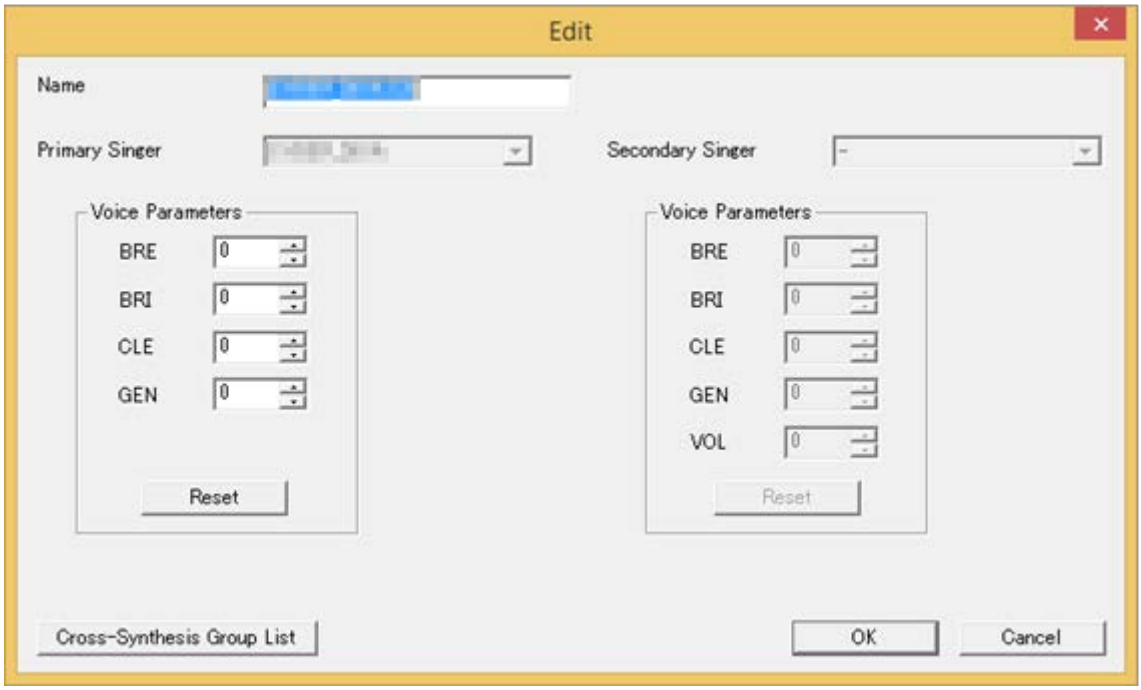
☐ Copy

You can copy an existing singer.
Click the singer you want to copy.
When you click "Copy", a singer with (2) at the end of the singer's name is added just below the selected singer.


Singer Editor
Active Singers
Untitled
Name Primary Singer BRE BRI CLE GEN Secondary Singer BRE BRI CLE GEN VOL
VY1V4_Natural VY1V4_Natural 0 0 0 0 - 0 0 0 0 0
VY1V4_Natural (2) VY1V4_Natural 0 0 0 0 - 0 0 0 0 0
VY1V4_Normal VY1V4_Normal 0 0 0 0 - 0 0 0 0 0
VY1V4_Normal/Power VY1V4_Normal 0 0 0 0 VY1V4_Power 0 0 0 0 0
VY1V4_Normal/Soft VY1V4_Normal 0 0 0 0 VY1V4_Soft 0 0 0 0 0
VY1V4_Power VY1V4_Power 0 0 0 0 - 0 0 0 0 0
VY1V4_Soft VY1V4_Soft 0 0 0 0 - 0 0 0 0 0
VY1V4_Soft/Normal VY1V4_Soft 0 0 0 0 VY1V4_Normal 0 0 0 0 0
Add
Copy
Edit
Delete
^ Copy to Active Singer
v Copy to My Singer
My Singers
Name Primary Singer BRE BRI CLE GEN Secondary Singer BRE BRI CLE GEN VOL
* VY1V4_Natural VY1V4_Natural 0 0 0 0 - 0 0 0 0 0
VY1V4_Normal VY1V4_Normal 0 0 0 0 - 0 0 0 0 0
VY1V4_Normal/Power VY1V4_Normal 0 0 0 0 VY1V4_Power 0 0 0 0 0
VY1V4_Normal/Soft VY1V4_Normal 0 0 0 0 VY1V4_Soft 0 0 0 0 0
VY1V4_Power VY1V4_Power 0 0 0 0 - 0 0 0 0 0
VY1V4_Soft VY1V4_Soft 0 0 0 0 - 0 0 0 0 0
VY1V4_Soft/Normal VY1V4_Soft 0 0 0 0 VY1V4_Normal 0 0 0 0 0
CYBER_DIVA CYBER_DIVA 0 0 0 0 - 0 0 0 0 0
Add
Copy
Edit
Delete
Import
Export
OK
Cancel

☐ Edit

You can edit an existing singer.
Click the singer you want to edit and click "Edit", or double-click the singer to open the "Edit" window.



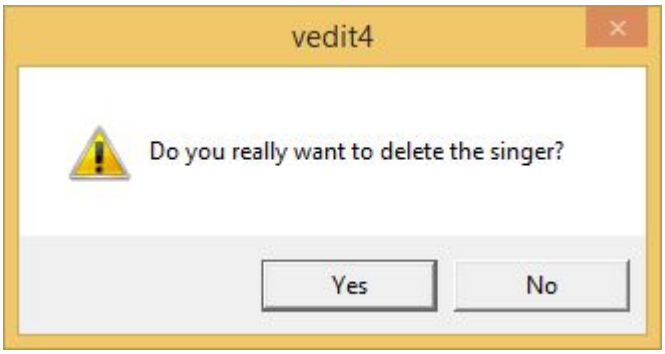
Enter the settings in the same way as "Add" above, and then click "OK".

☐ Delete

You can delete an existing singer.

Click the singer you want to delete.

When you click "Delete", a confirmation message appears.



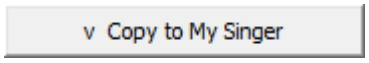
Click "Yes" to delete the singer, or "No" to cancel.

My Singers

You can edit a variety of parameters to customize the singers installed in your computer.
The settings saved in My Singers can be selected at any time in a VOCALOID4 Editor sequence, and not simply for the sequence currently open.
The "*" on the left side of My Singers indicates the singer used by default. To change the default singer, double-click on the left side of the singer you want to set as the default.

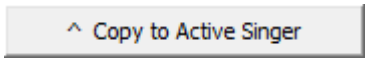
Adding, copying, editing, and deleting operations are the same as for “Active Singers” above.

To use a singer from Active Singers in My Singers, click the singer and then click "↓ Copy to My Singer".



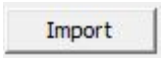
The singer from Active Singers is added to the bottom of My Singers.

To use a singer from My Singers in Active Singers, click "↑ Copy to Active Singer".



When the settings are complete, click "OK" to close the "Singer Editor" window.

☐ **Import**



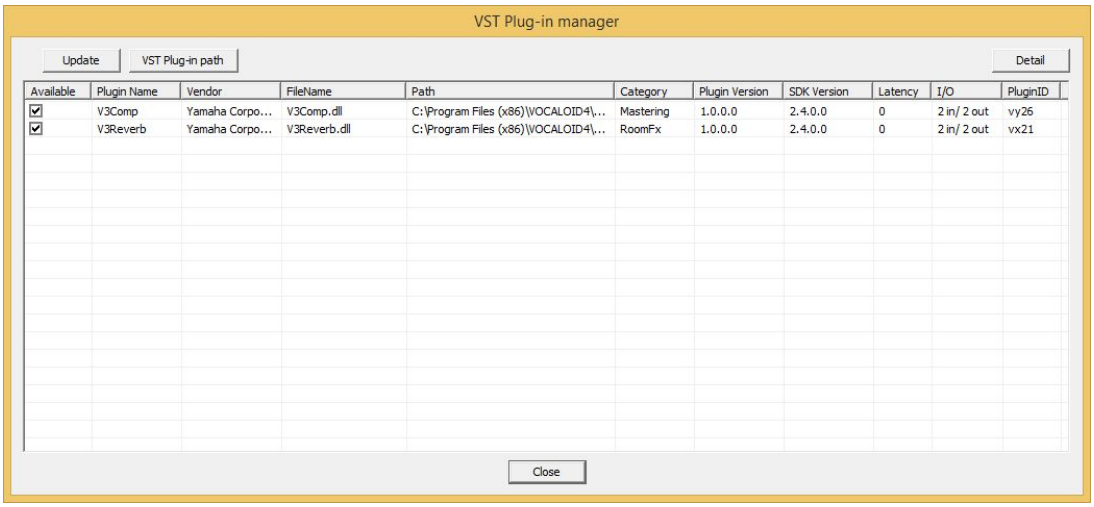
You can load My Singers settings by opening a saved My Singers settings file (*.dat file) from the dialog box displayed.

☐ Export

You can save My Singers settings in a file (*.dat file) by entering a desired file name in the dialog box displayed and saving it.

VST Plugins

You can add VST plug-ins.
Once your VST plug-ins have been placed in the appropriate VST Plug-ins folder in the VOCALOID4 program folder, they will appear in the "VST Plug-in Manager" window.



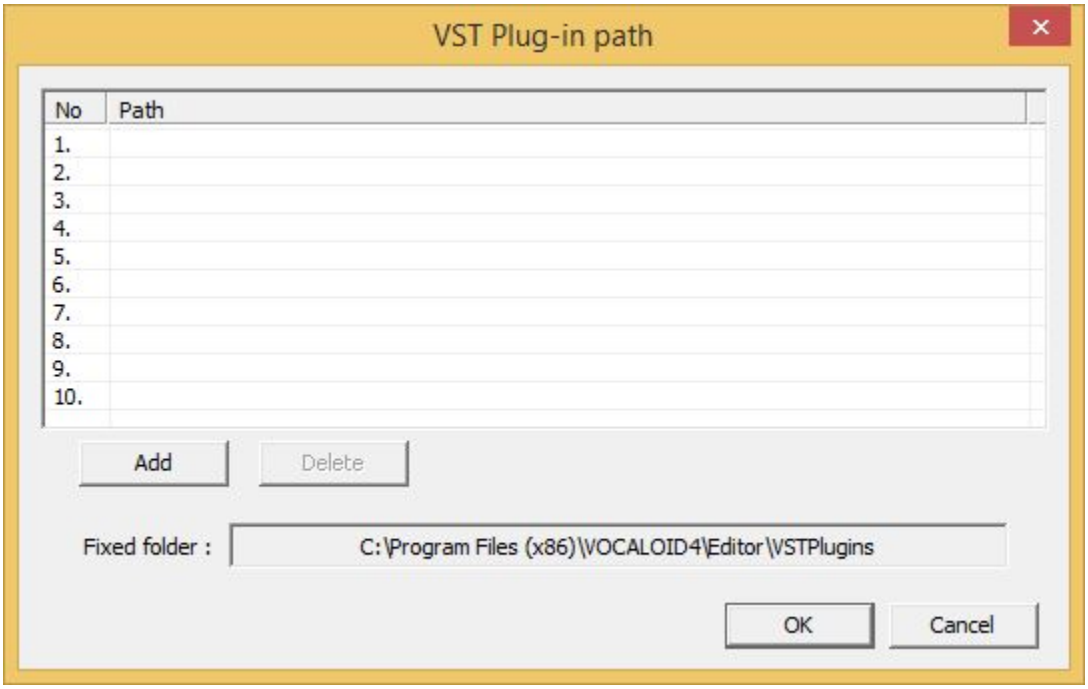
You can activate or deactivate them as required by checking or un-checking the associated check boxes.
Once you have correctly installed and activated VST plug-ins, you can insert effects into VOCALOID tracks and WAV tracks via the Mixer Window.

Note

The VST plug-ins that are managed by default are “V3Comp” and “V3Reberb”. These plug-ins are located in the “VSTplugins” folder in the VOCALOID4 program folder.

For 32bit OS: C:\Program Files\VOCALOID4\Editor\VSTPlugins
For 64bit OS: C:\Program Files (x86)\VOCALOID4\Editor\VSTPlugins

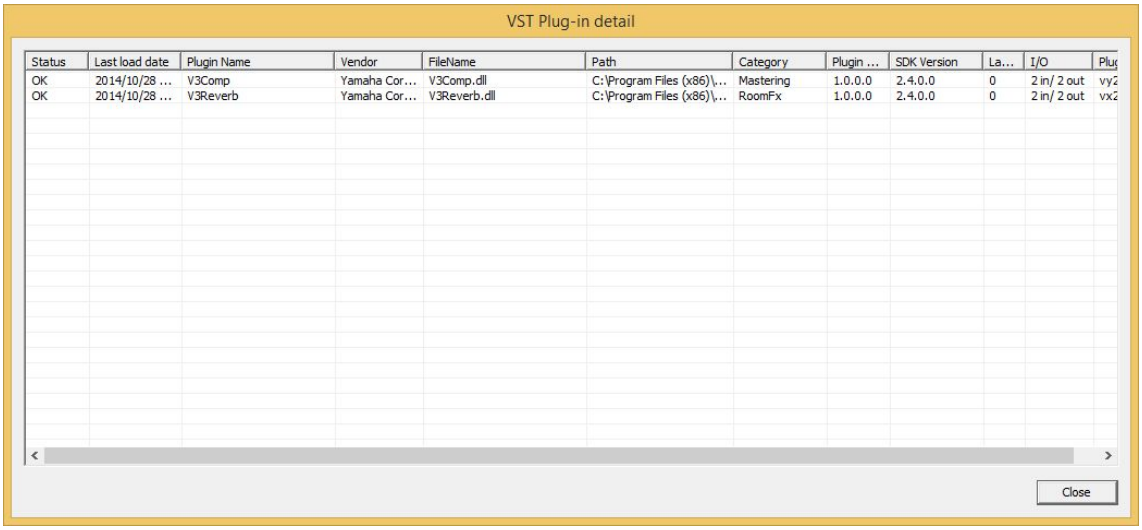
If your plug-ins are in a different folder, click the "VST Plug-in path" button, and click "Add" in the window that appears.



Navigate to and select your plug-in folder, then click "OK" to add the VST plug-in. Then, click the "Update" button in the "VST Plug-in Manager" window to locate all plug-ins and update the list.

Note

If the VST Plug-in Manager does not add the plug-in once you have pressed “Update”, click “Detail” and confirm the read-status of the VST plug-in, as shown in the window below:



<Examples of when the VST Plug-in cannot be used>

- When the signal input is less than 1ch or more than 3ch
- When the signal output is less than 1ch or more than 3ch
- When the signal input is 2ch while signal output is 1ch
- When loading(*1) is interrupted (* In such cases, a window stating “Aborted” should appear.)
- When it is VST SDK version 1.x, or 3.x (*See note 2)
- VSTi (VST Instrument) (*3)

(*1) When VOCALOID4 Editor is started or when you press the “Update” button on the "VST Plug-in manager" window, the plug-in should finish downloading and begin running.

(*2) Only Version 2.x is compatible with VOCALOID4 Editor.

(*3) Only the VST effect is compatible with VOCALOID4 Editor.

Quantize

Quantize automatically corrects the timing of the note input location to the set value (except when this function is off).
The start of notes that are entered or moved are aligned with the set value.
You have a choice of note alignments from whole notes to 1/64 notes, plus triplet variations of all available notes. (The “Triplet” option is alternately checked and unchecked each time it is selected.)
When Quantize is “Off” you can position notes with maximum “clock” resolution (there are 480 clocks per quarter note). You can also use “Quantize” to enter or adjust musical parts on the Track Editor in the same way as notes. Select the Track Editor window or Musical Editor window and then click this command.
If you add check marks to "Grid Line" in the "View" menu, the grid lines are displayed based on the quantize values set in the Track Editor window and Musical Editor window (piano-roll area).

- Quantize can also be set from "QUANTIZE" in the Measure Tool Bar at the top of the VOCALOID4 Editor window.

Related information: Move a Note

Part/Note Length

While "Quantize" above determines alignment of note attack, "Part/Note Length" determines alignment of the release of notes entered in the sequence track. It therefore determines which beats the end of notes will snap to when stretched.
The available values are the same as for “Quantize” above.
You can also use "Part/Note Length" to enter or adjust musical parts on the Track Editor in the same way as notes. Select the Track Editor window or Musical Editor window and then click this command.

If set to "<<", the Part/Note Length is linked to the Quantize value.

(Example: If QUANTIZE = "**1/4**" and LENGTH = "**<<**", LENGTH = "**1/4**".)

- Part/Note Length can also be set from "LENGTH" on the Measure Tool Bar in the VOCALOID4 Editor window.

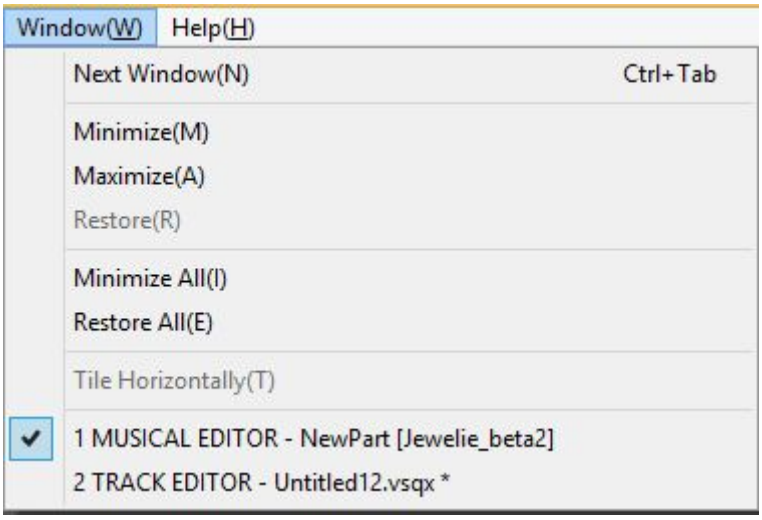
Note Fixed Length

You can set the length of notes in advance.
Select a “Note Fixed Length” if you want to enter notes of a predetermined length simply by clicking in the piano roll with the pencil tool. You can select a length from whole notes to 1/64 notes, the same as for "Quantize" and "Part/Note Length".
When Quantize is off, the beginning of the note is placed at the point at which you click. You can also select triplet and/or dotted variations of the basic note lengths by selecting “Triplet” or “Dot” at the bottom of the menu. (These options are alternately checked and unchecked each time they are selected.)

Related information: Resize a Note

Window

This selection opens a menu related to windows.



Next Window

Sequentially activates the next window in the currently showing group of VOCALOID4 Editor windows. If the Track Editor, Musical Editor (piano-roll area and control parameter area), and Mixer windows are all showing, clicking on this command will sequentially activate each window in the following order:
Track Editor **->** Musical Editor **->** Mixer ->
then back to the Track Editor, and so on.

◆ Shortcut key: [Ctrl]+[Tab]

Minimize

Minimizes the front window to the bottom of the VOCALOID4 Editor window.

Maximize

Maximizes the front window so that it fills the VOCALOID4 Editor window.

Restore

Restores an active minimized or maximized window to its previous size.

Minimize All

Minimizes all windows to the bottom of the VOCALOID4 Editor window.

Restore All

Restores all minimized or maximized windows to their previous sizes.

Tile Horizontally

Horizontally aligns the VOCALOID4 Editor window so that the Track Editor window does not overlap the piano-roll area on the Musical Editor window. This command is useful when editing.

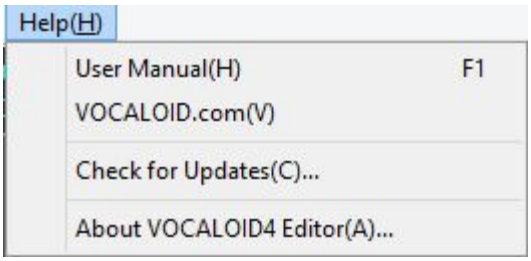
Active Window List

The windows currently open in VOCALOID4 Editor are listed here.
There is a check on the left side of the currently active window (front window).
You can bring any of the listed windows to the front by clicking on its name here.

If the mixer window is set to "Floating", it is not shown in the list.

Help

The "Help" opens menus related to help functions.



User Manual

The VOCALOID4 Editor user manual opens.

Note

The user manual is in PDF format.
Therefore, users are required to have software installed that is capable of reading PDFs to access it.

VOCALOID.com

The “VOCALOID™ Official Website” will open on your web browser.

Note

You can view updates and news about VOCALOID on our webpage. Users will need a working Internet connection and browser installed to access this.

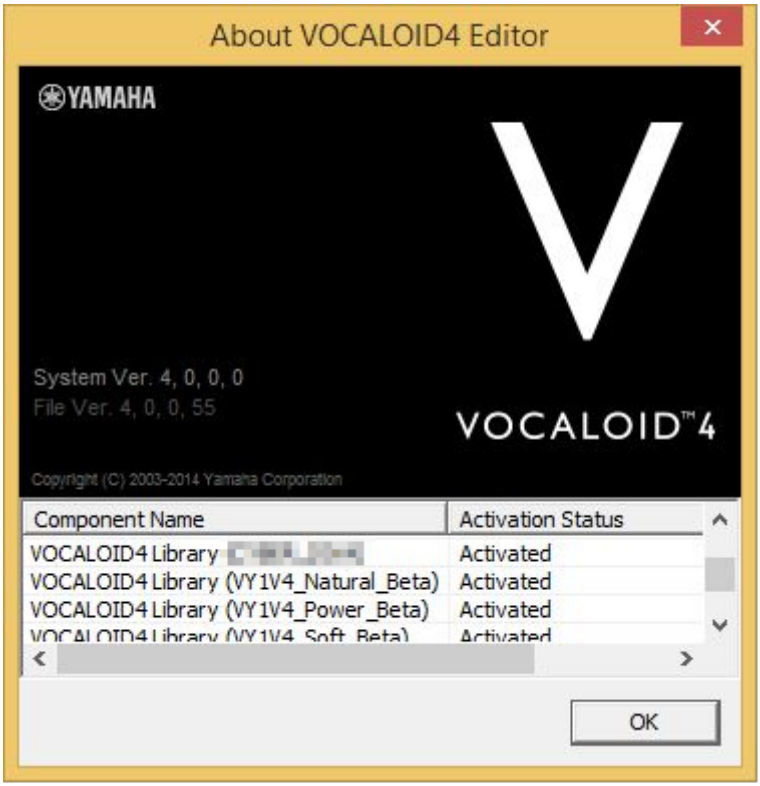
Check for Updates

Selecting this item will check for new releases and updated versions of VOCALOID4 Editor.

Users will require a working Internet connection for this.

About VOCALOID Editor...

The “About VOCALOID4 Editor” window displays the program version number and the installation status of the components.



Please see the graph below for an explanation of the activation status display:

Activation Status	Description
Not Activated (Expiration Date: yyyy-mm-dd)	This indicates that you are using a trial version. You will be able to use it until the expiration period on yyyy-mm-dd.
Expired(Require Activation)	This indicates that your trial period has expired. You will need to re-activate your account to begin using the program again.
Activated	This indicates that you are using a version with no expiration date. You can continue to use this version indefinitely.
Activated(Expiration Date: yyyy-mm-dd)	This indicates that you are using a version with an expiration date. You will be able to use it until the expiration period on yyyy-mm-dd.
Expired(Expiration Date: yyyy-mm-dd)	This indicates that your version has expired. You will need to re-activate your account to begin using the program again.

Tool Bar

There are five tool bars in VOCALOID4 Editor.
The tool bars can be rearranged in the tool bar area by dragging them by the “handles” showing on the left edge of each tool bar. The tool bars can also be detached from the tool bar area and placed anywhere on the display simply by dragging. They can be dragged back to the tool bar area as required, or you can simply double-click the top of a detached tool bar to snap it back to its previous location.

Edit Tool Bar

These are the main tools you’ll use for selecting, entering, and editing data.
Some of the functions can be used by Right-Click Menu (or pressing [Shift] + [F10]), or via shortcut keys.

Arrow Tool

The arrow tool is used primarily to select and edit.
You can use it in combination with the [Ctrl] and [Shift] keys on the computer keyboard to select multiple items.

Note

When the arrow tool is selected, you can press [Shift] to switch to the pencil tool.

Pencil Tool

The pencil tool is used primarily to enter and edit, such as entering new parts and notes, and editing vibrato and control parameters.

Note

The pencil automatically changes to arrow mode when it is moved over the MEASURE ruler or any of the button or menu areas of the interface.

Line Tool

The line tool is used to draw straight lines.
Use the line tool to click and drag a straight line from any point in the control parameter area, and then release the button to place the line.
In the piano-roll area, use the line tool in the same way as the pencil tool to enter notes.

Eraser Tool

The eraser deletes objects.
Use the eraser to click or click & drag on a range of events, such as parts and notes, to delete those events.

Transport Tool Bar

The transport tool bar contains functions such as play and stop that are also available from the “Transport” menu and shortcut keys.

- Shortcut key: Show/hide transport tool bar [F4]

Play

Begins playback. If the repeat button is not engaged, playback will stop automatically at the end of the track.

- Shortcut keys: [Enter], [Space]

Stop

Stops playback.

- Shortcut key: [Enter] , [Space]

Repeat

Playback between the start and end markers on the track will repeat continuously. To stop playback, press Stop.

To Top

To go directly to the beginning (top) of the track.

If the smart marker is set, you can jump directly to that point.

- Shortcut keys: [Ctrl] + [End]

Rewind

Rapidly reverses while held, or steps backward in one-measure increments with each click.
If the song position is set anywhere other than the beginning of a measure, the first click steps backward to the beginning of the measure and each subsequent click steps backward in one-measure increments.

Fast Forward

Rapidly scrolls forward through the track while held, or steps forward in one-measure increments if clicked briefly. If the song position is set anywhere other than the beginning of a measure, the first click steps forward to the beginning of the next measure and each subsequent click steps forward in one-measure increments.

To End

Click to jump directly to the end of the track.

- Shortcut key: Period [.]

Start Maker / End Marker

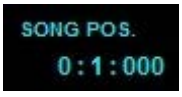
For details, refer to "Start Marker / End Marker" in the "View" menu.

You can use a start maker to set a start position and an end marker to set an end position, to specify a range for looped playback or a range for exporting WAV files.

Note

By pressing [SHIFT] + holding click in the MEASURE ruler, you can move only the end marker to the clicked position.

This is convenient when you want to set a playback region with a long range.



SONG POS (Song Position Indicator)

These values indicate the current location of the song position.
The position is indicated by three values separated by colons - Measure : Beat : Clock.

Measure: Number of the current measure
Beat: Number of the beat as determined by the time signature set in the BEAT ruler
Clock: Number of the current clock position within the beat (there are 480 clocks per quarter note)

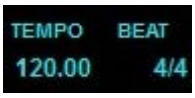
Note

- When you double click the "Measure : Beat : Clock" field, you can redefine the song position by entering different numbers. The form when inputting is "Measure : Beat : Clock".

You can use [.] in place of [:] when doing this. If you use a wheel mouse, you can move the Song Position by rotating the wheel in the Song Position. The width of movement in wheel operation is 8 measures.

- You can move the Song Position to the mouse cursor position by clicking “Set Position Here” in the right-click menu (or using the shortcut keys [Ctrl] + [G]). This function is convenient for those who want to playback immediately from the currently displayed location.

- You can use the mouse while pressing the [ALT] key to turn off Quantize temporarily.



TEMPO, BEAT (Tempo and Beat Indicators)

Show the current sequence tempo and beat settings.
The initial and subsequent tempo and beat changes can be entered and edited in the TEMPO and BEAT rulers.
You cannot directly enter a value by double-clicking the value.

Measure Tool Bar

CURSOR (Cursor Position Indicator)

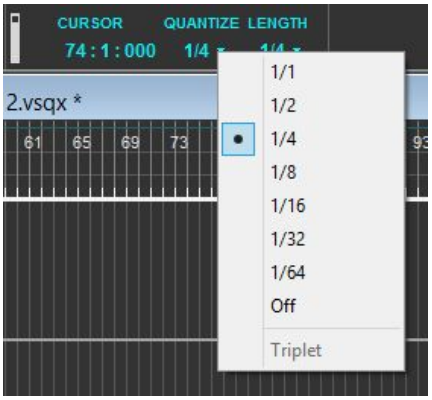
The “CURSOR” values tell you exactly where your cursor is located in the VOCALOID4 Editor window.
These values follow the cursor position on the Track Editor or Musical Editor, whichever is selected.
The position is indicated by three values separated by colons - Measure : Beat : Clock.

Measure: Number of the current measure

Beat: Number of the beat as determined by the time signature set in the BEAT ruler

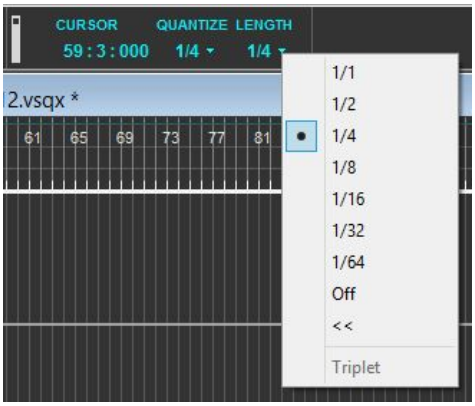
Clock: Number of the current clock position within the beat (there are 480 clocks per quarter note)

QUANTIZE



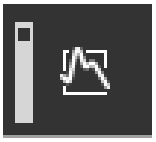
For details, refer to "Quantize" in the "Settings" menu.

LENGTH (Part/Note Length)



For details, refer to "Part/Note Length" in the "Settings" menu.

Pitch Rendering Tool Bar



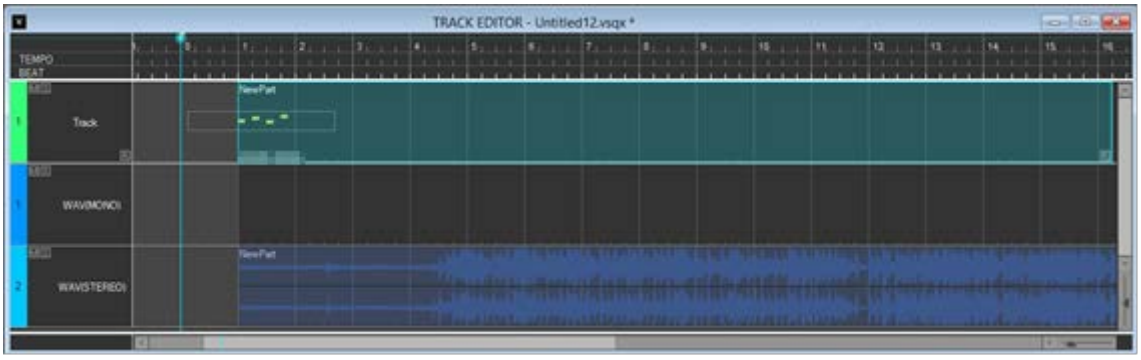
The curve of synthesized pitches are shown for notes in the piano roll area.
Click to execute this function.

- You can also execute pitch rendering via "Pitch Rendering" in the "Part" menu or the [P] key on the keyboard.

For details, refer to "Pitch Rendering" in the "Part" menu.

Track Editor Window

By default, the Track Editor window shows and allows you to operate three types of Rulers and three types of Tracks.



When performing operations in the Track Editor window, the window must be set to any size other than minimized.
For more information about displays methods, see the "Window" menu.

Rulers

There are three rulers at the top of the Track Editor window. In order from the top: Measure Ruler, Tempo Ruler, Beat Ruler.
You can make settings based on the position of each editing window.

Measure Ruler

You can set the following two properties on the measure ruler.

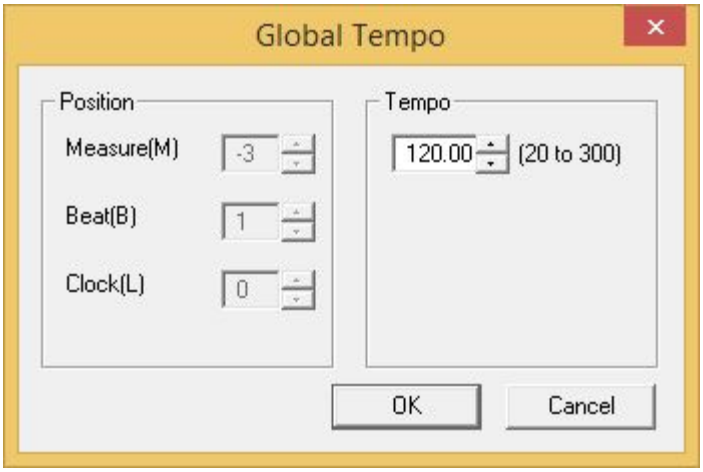
- Song position display and movement
  The song position (vertical light blue line), when stopped, indicates the playback start position. During playback it moves with the playback position. To move the song position, click a location on the measure ruler or click any control button on the Transport Tool Bar.
- Start Marker / End Marker display and movement

For details, refer to "Start Marker / End Marker" in the "View" menu.

If "Grid Line" is turned on, it is also shown on the measure ruler.

Tempo Ruler

The initial tempo and subsequent tempo changes can be entered and edited in the TEMPO ruler.
To edit the initial tempo setting at the very beginning of the TEMPO ruler (you may need to drag the track's scroll handle all the way to the left), double click on it and then edit its value in the window that appears.



Position

Enter the tempo change start position (Measure : Beat : Clock).

Tempo

Enter the changed tempo. (Default value: 120.00)

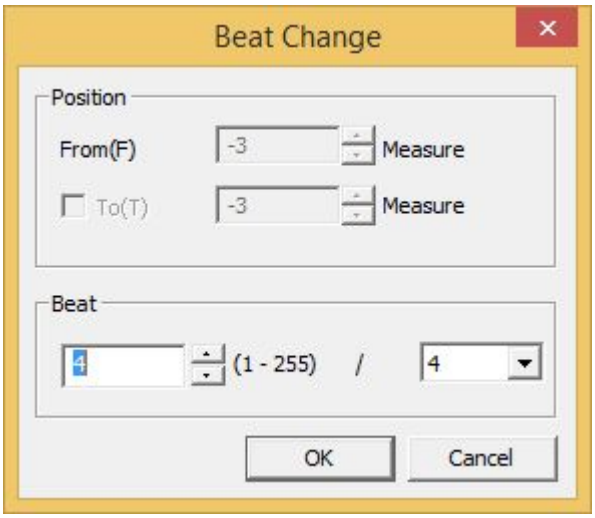
After entering a value, click "OK" to update the value on the tempo ruler or click "Cancel" to cancel the change.

Note

To enter a tempo change later in the track, click at the appropriate location in the TEMPO ruler with the pencil tool. The "Global Tempo" window will appear. The values for the position (Measure : Beat : Clock) that you clicked are shown in the "Position" parameters.

Beat Ruler

The initial beat and subsequent beat changes can be entered and edited in the BEAT ruler.
To edit the initial beat setting at the very beginning of the BEAT ruler (you may need to drag the track's scroll handle all the way to the left), double click on it and then edit its value in the window that appears.



Position

Enter the start and end points for changing the beat.

Beat

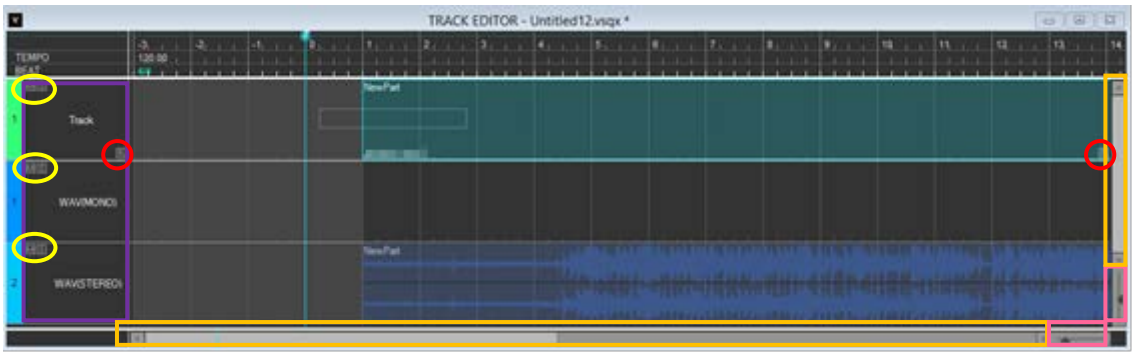
Enter the changed beat. (Default value: 4/4)
After entering a value, click "OK" to update the value on the beat ruler or click "Cancel" to cancel the change.

Note

To enter a beat change later in the track, click at the appropriate location in the BEAT ruler with the pencil tool. The "Beat Change" window will appear. The values for the position (start position) that you clicked are shown in the "Position" parameters.

Track

By default, the Track Editor displays three types of tracks:



- ··· Track Header
- ··· Render Control Buttons
- ··· Mute Button / Solo Button
- ··· Scroll Bars
- ··· Zoom Sliders

Track Header

You can click a track header to select a track.
The selected track is highlighted.
The Track Name, Render Control Buttons (when not rendered), and Mute／Solo Buttons are displayed in the track header.
To change a track name, double-click the track name. The track name enters text-edit mode.

Render Control Buttons

Track Render Control Button

The track on which the button is clicked is rendered.
When a track is rendered, this button is no longer displayed.
This function is the same as "Render Selected Track" in the "Track" menu.

Part Render Control Button

The part on which the button is clicked is rendered.
When a part is rendered, this button is no longer displayed.
This function is the same as "Render Selected Part" in the "Part" menu.

Mute Buttons

Clicking a mute button mutes the output from that track.

Click the M button on the top left side of a Track Header to mute that track. Click the highlighted M button again to disengage the mute.

This function is linked with the Mute Buttons in the mixer window.

Solo Buttons

Clicking a solo button outputs the audio for that track only.
If you have multiple tracks, you can click the solo button S for the track you want to monitor; doing so automatically mutes all other tracks. The solo button S on a soloed track is highlighted, and the mute buttons M on all other tracks are highlighted. To disengage the solo setting, click the highlighted solo button S once again.

This function is linked with the Solo Buttons in the mixer window.

Scroll Bars

Click the arrows or drag the scroll handle to scroll the track up/down and left/right.

Note

You can use a mouse equipped with a tilt wheel to scroll sideways.

Please note that there may be occasions when this function does not engage depending on the type of mouse. The mouse may require independent configuration. Please consult your mouse's user manual.

Zoom Sliders

Horizontal slider

You can use this slider to adjust the horizontal width of the track display.

- Drag right: Zoom in to see parts easier
- Drag left: Zoom out to see the entire track

Vertical slider

You can use this slider to adjust the vertical width of the track display.

- Drag up: Wider vertical width to see parts easier
- Drag down: Narrower vertical width to see multiple tracks easier

VOCALOID Track

This is a VOCALOID sequence track.
You can create a maximum of **16** VOCALOID tracks in VOCALOID4 Editor.
You can add tracks, change names, cut, copy, and delete.

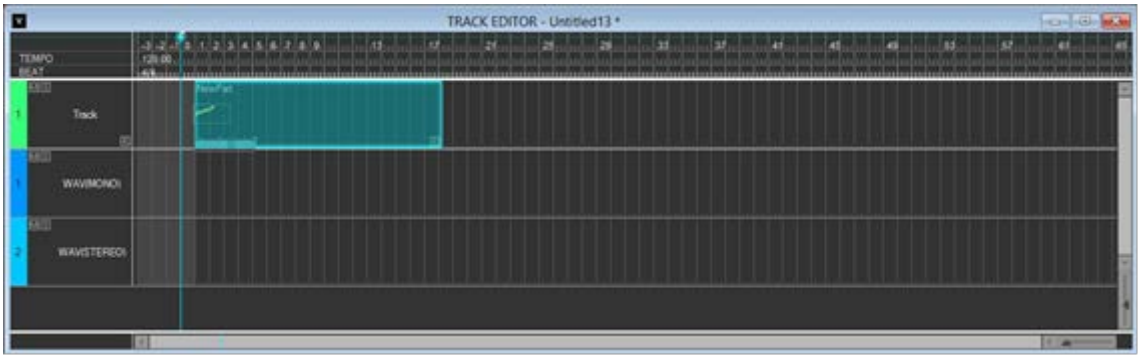
For details about adding tracks and changing names, see the "Track" menu. For details about cut, copy, and delete operations, see the "Edit" menu.

Note

Entering and editing notes, lyrics, and events are performed in the Musical Editor Window.

Part

Create “Parts” within the tracks that will contain the VOCALOID sequence data. You can edit “Parts” in the Track Editor Window as necessary.
A 32-measure default part is automatically created in a VOCALOID track whenever VOCALOID4 Editor is started.



Creating New Parts

There are two ways to create a new part.

- Create a 32-measure part at the current song position

For details, see "Add Part" in the "Part" menu.

- Create a part of the length you require

Use the Pencil Tool to click-and-drag over the area in the track where you want to create your part, from beginning (left) to end (right). The "Musical Part Property" window opens.
(However, if multiple singers are not installed, this window will not appear.)

Click "OK" to add a new part of the specified length.

Note

The selected singer name is displayed in each part in the Track Editor.

Related information: Singer

Selecting a Part for Editing

Use the arrow, pencil, or line tool to select the part you want to edit.
The cursor will change to a “pointing hand” when any of these tools are moved over a part in the Track Editor window.
The selected part is highlighted.

There are three methods for selecting parts.

- Select a single part
  Click the desired part.

- Select multiple parts on the same track
  Use [Shift] + click to select the first and last parts in the range you want to select.
  Or, you can use the arrow tool to click and drag along the range of parts you want to select.
- Multiple selections of specific parts

Use [Ctrl] + click to select specific parts.
Use this method to select parts in the same track that are not sequential, or parts on different tracks.

If you want to enter notes or control parameters in a part, double-click the part you want to edit, and edit the desired area in the Musical Editor Window.

Note

Only one part can be displayed in the Musical Editor window.
Notes in parts that are not selected are displayed as thin horizontal lines in the piano-roll area. However, only events in selected parts that are displayed normally can be edited.

Related information: Selecting a Note to Edit

Moving Parts

Click and drag the desired part to move it.
The method for selecting the part you want to move is the same as "Selecting a Part to Edit" above.

Note

- The current “Quantize” setting determines which beats the part will snap to when you move it.
- If multiple parts are overlapped on the same track, they cannot be played back.

Copying/Pasting Parts

Copy/paste the desired parts.
The method for selecting the parts to copy is the same as "Selecting a Part to Edit" above.

There are three methods for copying.

- Copying from the "Edit" menu

  Select the part you want to copy, and then select "Copy" from the "Edit" menu.
  Place the song position marker at the location where the copied part is to begin.
  Confirm that the track to be pasted to is selected, and then select "Paste" from the "Edit" menu.

- Use shortcut keys

  Select the part you want to copy, and then press [Ctrl] + [C] on the keyboard.
  You can press [Ctrl] + [V] to paste the copied part.

- Hold the [Ctrl] key while clicking & dragging

  Hold the [Ctrl] key while clicking & dragging the part you want to copy, and move the copied part to the position where you want to paste it.

- The current “Quantize” setting determines which beats the part will snap to when you paste it.

- If multiple parts are overlapped on the same track, they cannot be played back.

Resizing Parts (Length Adjustment)

Resize a part (length adjustment) as required.
The method for selecting the part to resize is the same as "Selecting a Part to Edit" above.
Move the arrow tool or pencil tool to the left or right edge of a part, and the cursor changes to a red stretch mark (double-ended arrows). You can click & drag the part to adjust it to the desired length. You can adjust the right end of the part in the left/right direction, and the left end of the part in the left direction only.
You can adjust the part to the optimum length by double clicking the right edge of the part.

Note

If the eraser tool is selected, the red stretch mark is not displayed.

Related information: Resize a Note

Deleting Parts

Delete the desired part.
The method for selecting the parts to delete is the same as "Selecting a Part to Edit" above.
There are three methods for deleting.

- Deleting from the "Edit" menu
  Select the part you want to delete, and then select "Delete" from the "Edit" menu.

- Use the [Delete] key
  Select the part you want to delete, and press the [Delete] key on the keyboard.

- Use the eraser tool
  Use the eraser tool to click on and delete a part.

WAV (MONO) Tracks

These tracks are for mono Wave files.
You can import mono Wave files from "Import" in the "File" menu.
The WAV (MONO) track is an ideal place to import sound effects such as breaths, for example, and short sound clips.

WAV (STEREO) Tracks

These tracks are for stereo Wave files.
You can import stereo Wave files from "Import" in the "File" menu.
WAV (STEREO) tracks are ideal places for importing background music for singers and karaoke.

Right-Click Menus (Tracks)

Right-clicking on a track or pressing [Shift] + [F10] on the keyboard opens contextual menus.

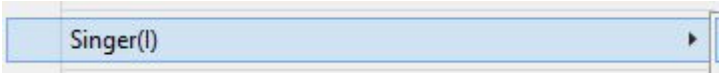
For details, see "Right-Click Menus" in the Appendix of this manual.

Singer

The singer is a VOCALOID "Voice Bank" that will sing the sequence you create in VOCALOID Editor.
The singer can be male, female, and speak just about any language, as defined by the Voice Bank you are using. You can add individual VOCALOID Voice Banks (sold separately).
For more information, see the "VOCALOIDTM Official Website".
http://www.vocaloid.com/en/

Selecting a Singer

When a new VOCALOID4 sequence file is created the default singer will be automatically selected for the initial default part. To change the current singer to a different singer, right-click (or press [Shift] + [F10]) in the Track Editor Window or Musical Editor Window, point "Singer" and then select a singer from the list of available singers.



Once the desired singer is set, the singer's name appears on the bottom left of the part currently selected in the Track Editor window, and in the title bar at the top of the Musical Editor window.

Example:
Part Name [Singer]: NewPart [Mew]

Customizing the Singer’s Voice

You can customize a singer as you like.
Select "Singer Editor" from the "Settings" menu, and the "Singer Editor" window appears.

For details, see "Singer Editor" in the "Settings" menu.

Musical Editor Window

By default, the Musical Editor window has one type of Ruler as well as the Piano-Roll Areaand Control Parameter Area.

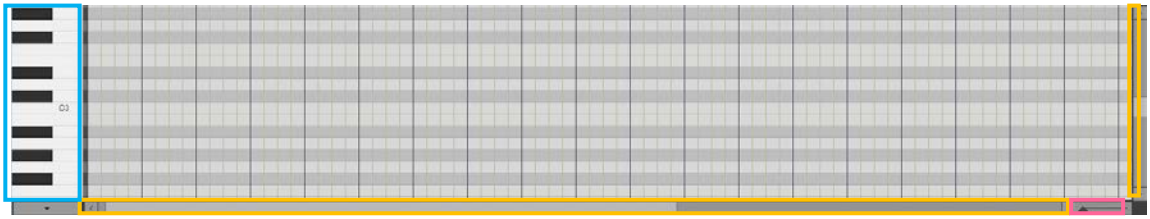
When performing operations in the Musical Editor window,
the window must be set to any size other than minimized.
For more information about display methods, see the "Window" menu.

Rulers

The ruler across the top of the Musical Editor window is the Measure Ruler. You can display and move the song position (vertical light blue line) by clicking on the desired position on the ruler.

Piano-Roll Area

This area is used to enter and edit notes and lyrics.



Keyboard

The graphic piano keyboard is a visual guide for note entry. The piano keyboard shows a range from C-2 to G8.
You can press [Ctrl] while clicking on the piano keyboard to select all notes with the pitch of the note that was clicked.

Scroll Bars

Click the arrows or drag the scroll handle to scroll the piano-roll area up/down and left/right.

Note

You can use a mouse equipped with a tilt wheel to scroll sideways.

Please note that there may be occasions when this function does not engage depending on the type of mouse. The mouse may require independent configuration. Please consult your mouse's user manual.

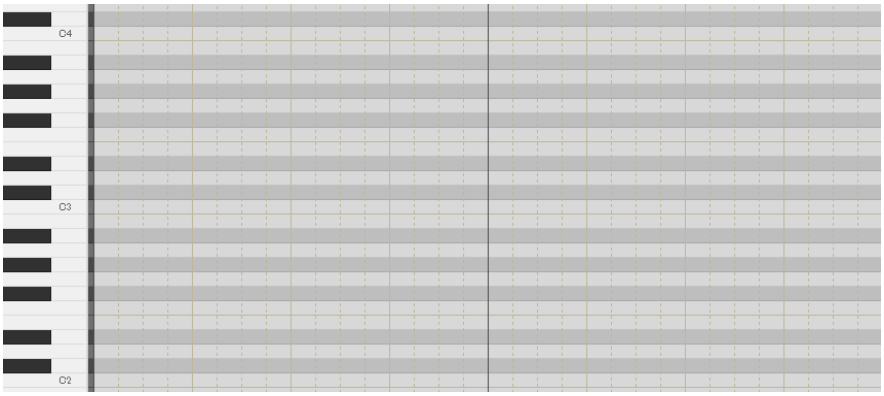
Zoom Slider

The zoom slider can be used to zoom in or out on the track horizontally.

- Drag right: Zoom in to see parts easier
- Drag left: Zoom out to see the entire track

Piano Roll

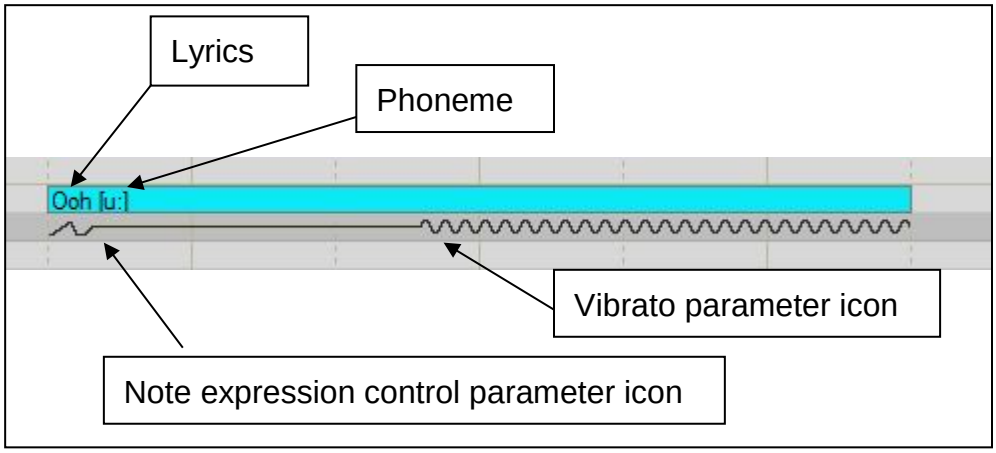
This is the where you actually enter Notes and Lyrics.



Notes

In addition to pitch and position, the notes entered in the piano-roll area also have the following information:

- Lyrics
- Phoneme
- Phoneme Protect
- Expression Control Parameters
- Vibrato Parameters



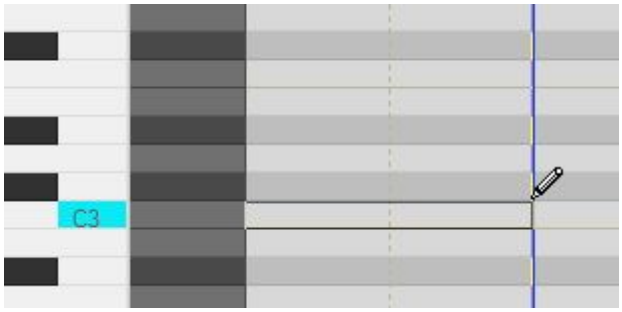
Note

You can edit notes in "Note Property".

You can use editing tools (arrow, pencil, and line tools) to drag entered notes to adjust their positions. You can adjust the length of a note by dragging the start or end of the note.
Double-click a note to edit its lyric.
When editing a lyric, press [Alt] + [Up] to switch to editing the phoneme.

Entering/Editing a Note

Use the pencil tool to enter and edit notes in the piano-roll area.
You can turn off "Quantize", "Part/Note Length", and "Note Fixed Length" in the "Settings" menu in order to enter notes of the actual length that you drag the mouse on the piano-roll.
You can confirm the length of notes in the measure ruler on the piano-roll. However, if "Grid Line" are turned on in the "View" menu the grid lines will be positioned according to the quantize setting, allowing you to enter notes more precisely. The current position (measure : beat : clock) of your cursor is also shown by the Cursor Position Indicator in the measure tool bar above the piano-roll.
Further, if you enable "Sound Preview" in the "Other Settings" tab in the "Preferences" window (which is opened by clicking "Preferences" from "Settings" menu), you can click on the keyboard on the left side of the piano-roll area or click & hold a Note to output a sample sound to confirm the pitch.



Note

Leave appropriate spaces between notes for rests.

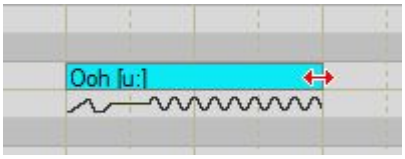
Areas in the piano-roll beyond the length of the part selected in the Track Editor window are darkened. Although you can continue to enter notes, only notes entered in the highlighted area of the piano-roll (the length of the selected part) are displayed in the Track Editor window.
Further, only the notes entered within the range of the selected part are output when the sequence is played back. If you enter notes outside of the range of the selected part, Adjust the Length of the Part in the Track Editor window.

Selecting a Note for Editing

The method for selecting multiple notes is the same as for Selecting a Part to Edit.
You can edit multiple notes at the same time, such as resizing, moving, copying, and pasting.

Resizing Notes (Length Adjustment)

Resize a note (length adjustment) as required.
The adjustment method is the same as Resizing Parts.
When you move the mouse cursor to the edge of a note, the red "stretch marks↔" appear. You can adjust the note to the desired length by clicking & dragging the stretch marks.

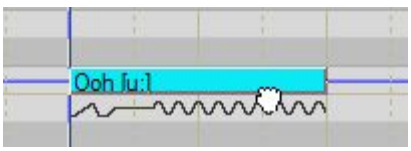


Note

If “Note Length” and “Note Fixed Length” are set, the end of the note is adjusted automatically based on these settings when the note is lengthened.

Moving a Note

Position the mouse cursor over the body of a note and it will change to the hand cursor. You can drag the mouse to move the position and pitch of the note.



Note

- Notes on the Piano Roll can be moved up and down using the cursor keys.

  Cursor Up: Raise selected note by a half-tone

  Cursor Down: Lower selected note by a half-tone

  Cursor Right: Select note to the immediate right

  Cursor Left: Select note to the immediate left

  [Shift]+Cursor Up: Raise selected note by one octave

  [Shift]+Cursor Down: Lower selected note by one octave

  [Shift]+Cursor Right: Enlarge selected range one unit to the right

  [Shift]+Cursor Left: Enlarge selected range one unit to the left

- If “Quantize” is set, the beginning of the note automatically snaps to a position based on the quantize setting value when the note is moved.

Copying/Pasting Notes

You can copy a single or multiple selected notes to any position and pitch by placing the "hand cursor" on a note, holding the [Ctrl] key, and then dragging the note. Same as moving a note, if “Quantize” is set, the beginning of the note automatically snaps to a position based on the quantize setting value when the note is copied/pasted.

◆You can also perform the "Cut", "Copy", and "Paste" operations from the "Edit" menu. In this case the notes will be pasted to the current location of the song position marker.

Deleting Notes

Notes you have entered can be individually deleted either by clicking them with the eraser tool or single-clicking with any other tool to highlight them and then pressing the [Delete] key on your computer keyboard. To delete multiple notes at once, you can drag across the notes with the eraser, or use the arrow tool to drag across a range of notes that you want to delete and then press the [Delete] key.

◆ You can perform the same operation from "Delete" in the "Edit" menu.

Vibrato

There are two methods for editing vibrato.

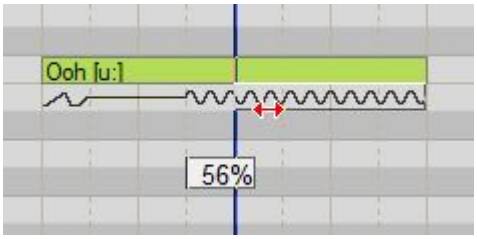
■ Set in Vibrato Property

For details, see “Vibrato Property”.

■ Adjust by dragging the vibrato underneath the note

Note

You can fine tune the vibrato under the notes by holding down the [ALT] key and dragging the cursor to lengthen or shorten it.



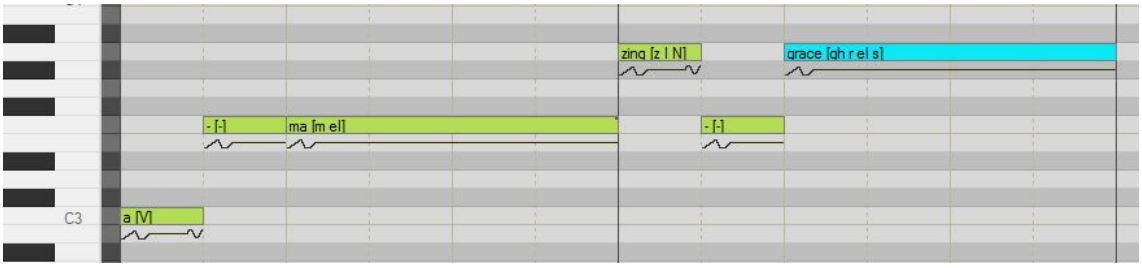
Lyrics/Phoneme

Enter and edit lyrics and phoneme.

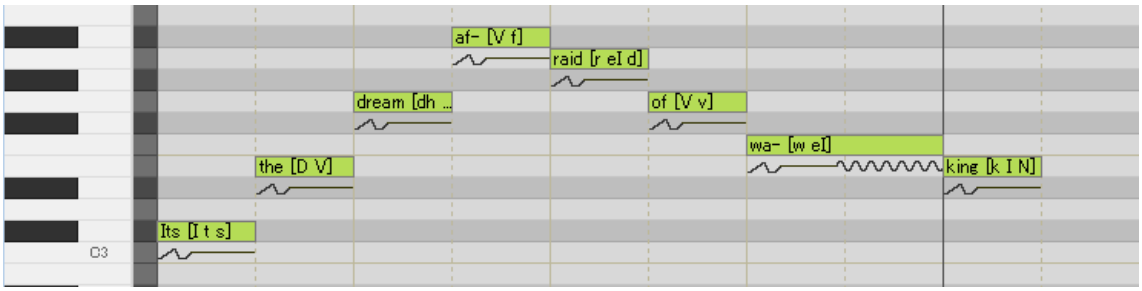
Entering and Editing Lyrics

When you enter a Note, the default lyric ("Ooh", for example) is automatically entered and displayed.
You can double-click the default lyric to enter text-edit mode and edit it to your preferred lyric. After entering a lyric for the note being edited, press the [Tab] key to edit the next note.
If you have selected a Japanese singer, you can enter lyrics in Japanese. Lyrics entered in romaji are sung in katakana pronunciation.
If you use the "Insert Lyrics" function in the "Job" menu, you can enter not simply one word/syllable for each note, but also automatically enter full phrases for multiple notes. When entering lyrics in romaji, you must enter spaces between words.

Further, you can enter a hyphen for a single note to extend the pronunciation of the previous note.



When entering lyrics for an English singer, in some cases a single word will correspond to a single note, but in many cases words will be sung across two or even more notes, one syllable per note.
To divide a word into separate syllables, enter a hyphen after the first syllable. For example, as shown in the figure below, you can enter "afraid" as "af-raid" and "waking" as "wa-king" to divide these words across two notes.



To extend a syllable as we did about with Japanese, enter a hyphen after the syllable and then enter a backslash at the end of the note to extend the end of the word across multiple notes.

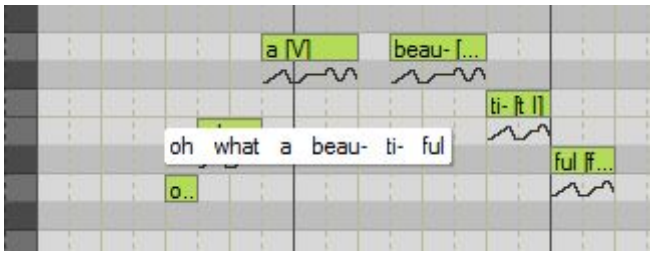
Editing Phoneme

You can Edit Phoneme from "Note Property" in the "Lyrics" menu.

Displaying Phrase Lyrics/Phoneme

You can display lyrics and phoneme in phrases.

■ Phrase Lyric Display:　Press [Ctrl] + [L].



■ Phrase Phoneme Display:　Press [Ctrl] + [Shift] + [L].

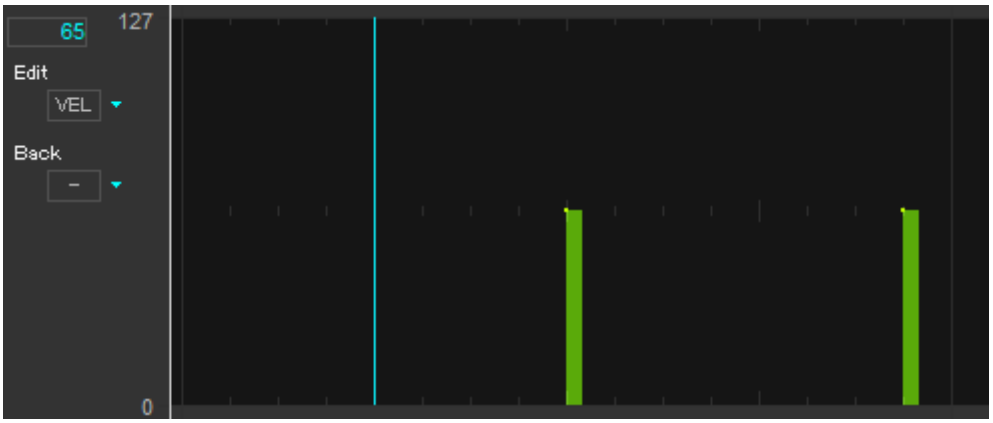
Right-Click Menus (Piano-Roll Area)

Right-clicking on the piano-roll or pressing [Shift] + [F10] on the keyboard opens contextual menus.

For details, see "Right-Click Menus" in the Appendix of this manual.

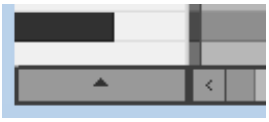
Control Parameter Area

This area is for entering and editing control parameters.

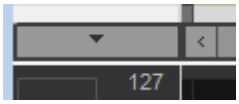


You can show/hide the control parameter area by clicking "Control Parameters" in the "View" menu or clicking the triangle mark on the left side of the scroll bar in the piano-roll area.

Hidden



Shown



Note

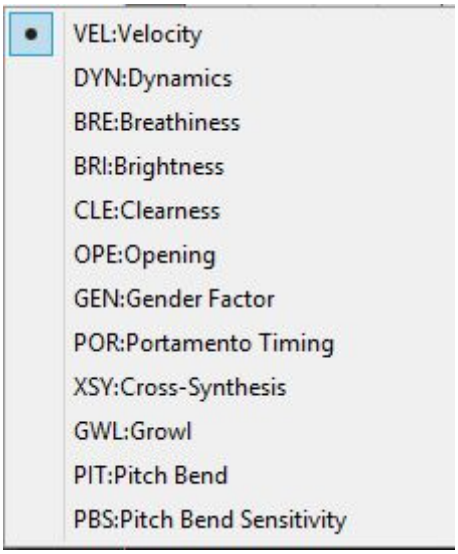
You can drag the separator between the Control Parameter Area and the Piano Roll to resize in the vertical direction. You can resize to a minimum of half the size of the area.

Displaying Control Parameters

You can select the parameter to edit (Edit) and the parameter to display transparently (Back).

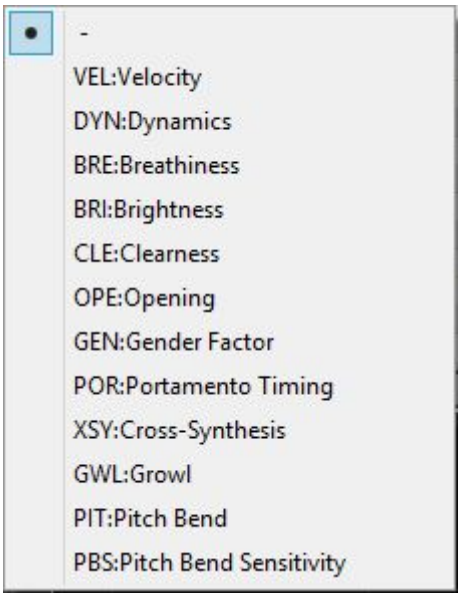
Edit

Select the parameter to edit.



Back (* Cannot be edited.)

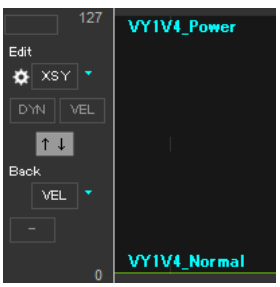
Select the parameter to display transparently.



"-"… No transparent display

Note

- If you select "XSY" in "Edit", a setting mark for opening “Singer Editor”is shown on the left side. (See the figure below.) The primary singer is shown on bottom, and the secondary singer is shown on top.



- The input value for the control parameter selected in "Edit" is shown above the "Edit" field.

The value of the position where the mouse cursor is located is shown.

The value shown cannot be entered even if you click it directly.

- By using the history button or buttons displayed below the "Edit" and "Back" areas, you can reselect up to two parameters that you have already used.
  * If there is no history record, no history button appears.

- You can swap the parameters selected in the "Edit" and "Back" parameter lists by using the swap button displayed between the "Edit" and "Back" areas.

  * If a parameter is not selected in the "Back" list, the swap button does not appear.

◆ You can also do so by selecting "Swap Edit and Back" in the "right-click menu" displayed when right-clicking on a control parameter.

List of Control Parameters

The parameter abbreviations and their meanings are as follows:

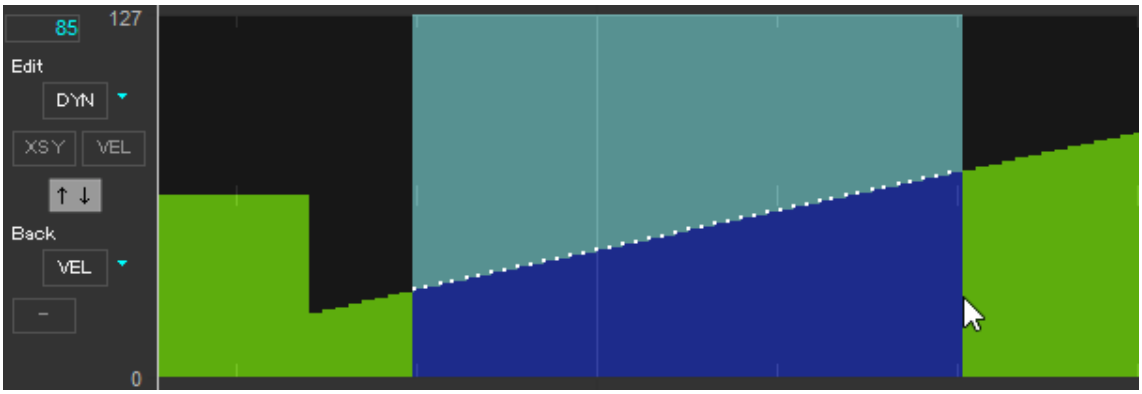
Parameter name	Default value	Description
VEL (Velocity)	64	Use velocity to adjust consonant length. A larger value produces shorter consonants, while a smaller value produces longer consonants.
DYN (Dynamics)	64	Use dynamics to adjust pronunciation dynamics. A larger value produces more dramatic dynamics, while a smaller value produces subtler dynamics.
BRE (Breathiness)	0	Use breathiness to adjust the amount of breath noise in the voice. A larger value produces more breath noise in the voice.
BRI (Brightness)	64	Use brightness to adjust the brightness of the voice. A larger value produces a brighter voice, while a smaller value produces softer voices.
CLE (Clearness)	0	Use clearness to adjust the clearness of a voice. A larger value produces a clearer voice, while a smaller value produces a more muffled voice.
OPE (Opening)	127	Use opening to adjust the opening of the singer's mouth. A larger value produces a clear, open tone, while a smaller value produces a less distinct tone.
GEN (Gender Factor)	64	Use gender factor to adjust formants. A larger value produces a male voice, while a smaller value produces a female voice.
POR (Portamento Timing)	64	Use portamento timing to adjust the point at which pitch changes. A larger value produces a slower change, while a smaller value produces a faster change.
XSY (Cross Synthesis)	0	You can use XSY to adjust the mix ratio of vocal tones set for primary and secondary singers. A higher value increases the characteristics of the secondary singer.
GWL (Growl)	0	You can use Growl to adjust the amount of growl in a voice. A larger value produces a stronger voice quality.
PIT (Pitch Bend)	0	Use pitch bend to adjust pitch. (Adjustment range: -8192 to 8191) The central "0" value corresponds to no pitch change.
PBS (Pitch Bend Sensitivity)	2	Use pitch bend sensitivity to adjust the degree of pitch bend value changes. If this value is set to 12 (12 semitones) and PIT is set between 0 and 8191, the pitch will increase 12 semitones (1 octave). If this value is set to 0, there will be no change in pitch even if a value is entered for PIT.

Entering/Editing Control Parameters

Use the Edit Tools to enter and edit the desired parameters.

Arrow Tool

The arrow tool can be used to drag-select a section of a control curve.
You can also cut or copy the selected value and paste it in a different location (song position). After selecting a curve segment with the arrow tool you can also press the [Delete] key on your computer keyboard to delete the value and create a flat section in much the same as the eraser tool #NAME? When you click & drag the parameter with the arrow tool you see some bright marks as of the last edit section (shown on the following picture).



Pencil Tool

The pencil tool can be used to enter a control curve.
If Velocity (VEL) or Opening (OPE) is selected in "Edit", the values for the start positions for each note are displayed vertically on the entered control curve. For all other parameters the pencil tool directly draws the control curve.

Dragging with the mouse Released

[**VEL** / **OPE**]

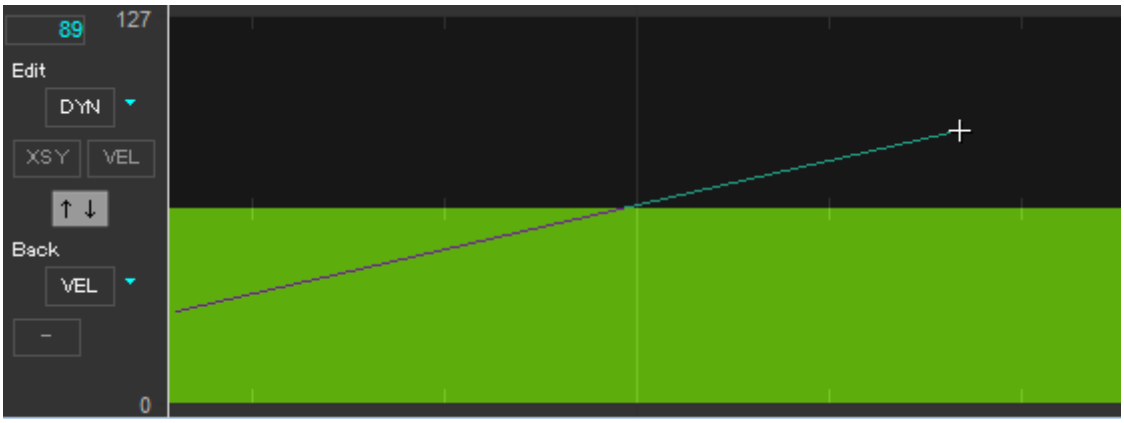
[Other than **VEL** / **OPE**]

Note

If you use the pencil tool in the Control Parameter Area, you can input only 1 breakpoint by holding down the click button.

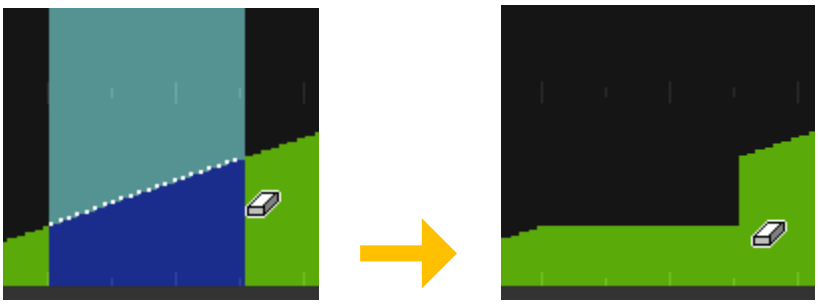
Line Tool

You can use the line tool to directly enter straight lines in control parameters. The starting point and ending point where you drag are linked by a straight line, and the values for that straight line are entered as parameter values. The values for the start positions for each note are displayed vertically for Velocity (VEL) and Opening (OPE) in the same way as for the Pencil Tool.



Eraser Tool

You can use the eraser to directly erase control parameter values that have been entered.
Drag the eraser along a range of values to delete those values, and create a flat section from the point where you started dragging to the point where you stopped dragging. Velocity (VEL) and Opening (OPE) are reset to their default values (VEL: 64 / OPE: 127).



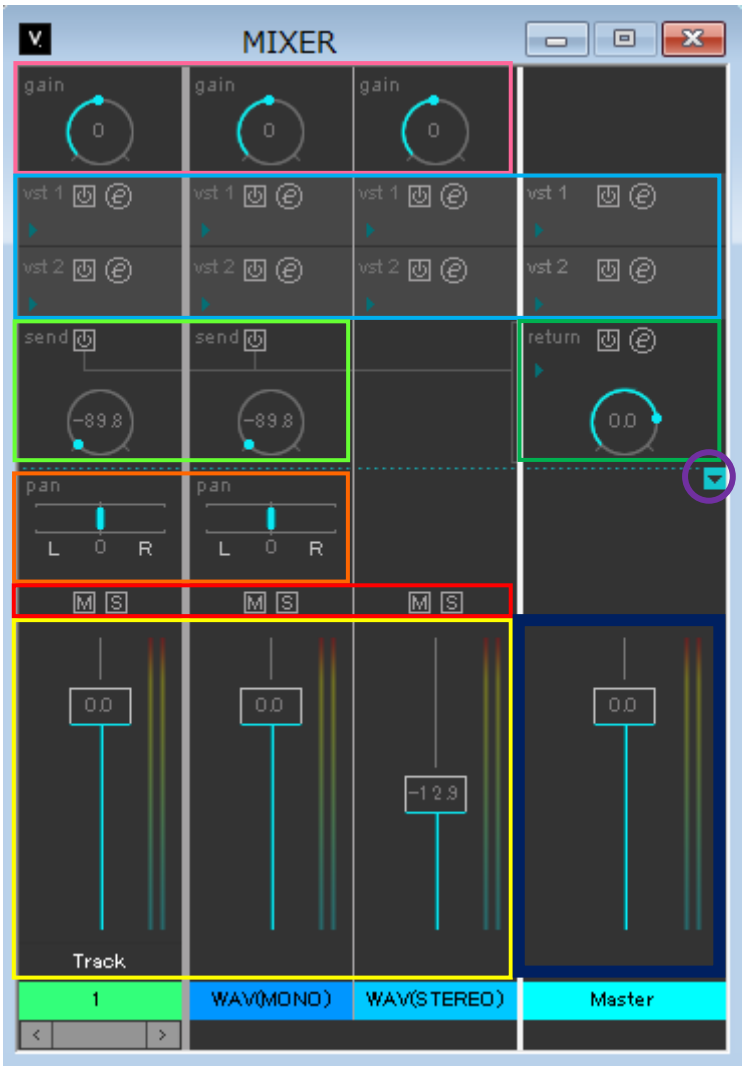
Right-Click Menus (Control Parameter Area)

Right-clicking on the control parameter area or pressing [Shift] + [F10] on the keyboard opens contextual menus.

For details, see "Right-Click Menus" in the Appendix of this manual.

Mixer Window

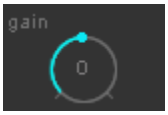
Use the mixer to adjust the output balance of the overall sequence.
You can display the mixer window from "Mixer" in the "View" menu.
The mixer is not displayed in the default setting.
To close the mixer, click the close button in the top right corner of the mixer window, or click "Mixer" once again in the "View" menu.



- ··· Gain
- ··· VST Plugins
- ··· Send

- ··· Return
- ··· Pan
- ··· Mute Button / Solo Button
- ··· Track Fader
- ··· Master Fader
- ··· Fold Button

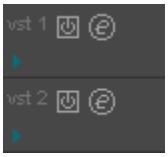
Gain



Setting range: -20 to 20dB (decibels)

Adjust the input gain for each track (VOCALOID sequence, WAV [MONO/STEREO]) individually. Click & hold a gain knob and drag it up/down or left/right to adjust it. Or, you can double-click the setting value displayed in the center of the gain knob, and enter a value directly.
If you hold [Ctrl] while clicking the setting value, it will be reset to the default value (0).
If audio is input from a track during playback, the input indicator on the top right side of the gain knob will light green. If the input level exceeds its maximum level (clips), the indicator turns red. If "Peak-hold" is enabled in the "Mixer" field on the "View Settings" Tab in "Preferences" in the "Settings" menu, a peak indicator that turns red when clip occurs will remain on (in Hold status). (See the figure below.) Click the red Peak Indicator to release the hold status.

VST Plugins



Insert VST effects in each track (VOCALOID sequence, WAV [MONO/STEREO]).
You can set two VST plugins on each track.
Click on the pointer mark in the VST plugin display to view a list of available effects. Click the VST plugin that you want to insert. After you set a VST plugin, click the switch to turn the effect on/off. Further, you can click the switch to show/hide the Edit VST Plugin window.
You can insert both MONO IN/ MONO OUT and MONO IN/ STEREO OUT effects on VOCALOID tracks and WAV (MONO) tracks. You can insert VST plugins as STEREO IN/STEREO OUT in WAV [STEREO] tracks and master tracks.
All VST plugins are inserted pre-fader on each track. Therefore, the level of VST plugins is not affected by fader level adjustments.
The VST plugins that are managed by default are “V3Comp” and “V3Reberb”. These plugins are located in the “VSTplugins” folder in the VOCALOID4 program folder. (To add other VST plugins, click "VST Plugins" in the "Settings" menu, and set the plugins in “VST Plug-in manager”.)
If VST plugins are installed correctly, you can select them from VST Plugins in the mixer window or at send/return.

Send

Setting range: -89.8 to 6.0dB (decibels)

You can send the output from each track to VST effects inserted in the “return” of the master track. Drag the send knob left/right or up/down to adjust the level of the signal sent to "return".
Or, you can double-click the setting value displayed in the center of the send knob, and enter a value directly.
If you hold [Ctrl] while clicking the setting value, it will be reset to the default value (-89.8).
The send level is affected by track fader level adjustments.
Send functions cannot be set on WAV [STEREO] tracks.

Return

Setting range: -89.8 to 6.0dB (decibels)

The return function, which receives the outputs from the “send” of each track and outputs them as a whole, is inserted into the master track.
You can use the return in the same way as each VST Plugin, by selecting the desired effect from the list of plugins. The return knob is used to adjust the output of the return that is mixed and output to the master track. You can double-click the setting value displayed in the center of the return knob, and enter a value directly.
If you hold [Ctrl] while clicking the setting value, it will be reset to the default value (0).

Pan Sliders

Setting value: -64 (L) to 0 to 64 (R)

Set the pan position for each track (VOCALOID sequence, WAV[MONO]). Drag the horizontal slider above each track fader left or right to adjust the pan position for that track. The setting value is indicated numerically below the pan control.
You can double-click the setting value to enter a value directly.
If you hold [Ctrl] while clicking the setting value, it will be reset to the default value (0).

Mute Buttons

Clicking a mute button mutes the output from that track.
If you click the mute button above a track fader, the mute button is highlighted and the output from the track is muted.
If you click the highlighted mute button , the mute is disengaged.

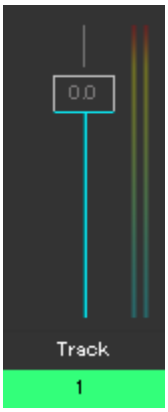
◆ This operation is linked with Mute Buttons on the top left side of each track header in the Track Editor window.

Solo Buttons

Clicking a solo button outputs the audio for that track only.
If there are multiple tracks, clicking the solo button on the track you want to monitor automatically Mutes the other tracks. The solo button on a soloed track is highlighted, and the mute buttons on all other tracks are highlighted.
To disengage the solo setting, click the highlighted solo button .

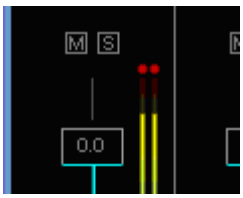
◆ This operation is linked with Solo Buttons on the top left side of each track header in the Track Editor window.

VOCALOID Track Fader

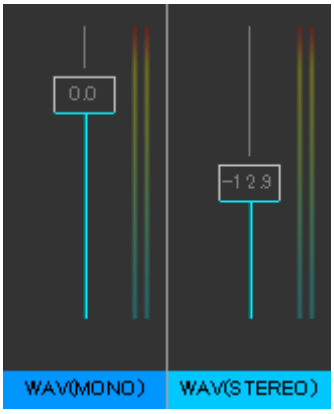


Setting range: - 89.8 to 0 to 6.0 dB (decibels)

You can use the VOCALOID track faders to adjust the levels of each track individually. Drag the fader up or down to adjust the level of the corresponding track.
The fader level (setting value) is displayed on the fader knob.
(* "0.0" displayed on the fader knob is the setting value "0db".)
You can double-click the displayed setting value, and enter a value directly. If you hold [Ctrl] while clicking the setting value, it will be reset to the default value (0).
The level meter on the right side of the fader shows the level of the track.
If "Peak-hold" is enabled in the "Mixer" field on the "View Settings" Tab in "Preferences" in the "Settings" menu, a peak indicator that turns red when clipping occurs will remain on (in Hold status). (See the figure below.) Click the red Peak Indicator to release the hold status.



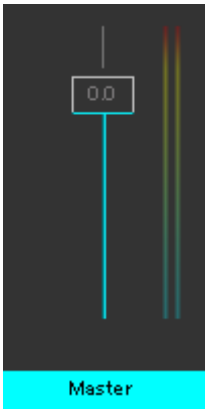
WAV Track Fader



Setting range: - 89.8 to 0 to 6.0 dB (decibels)

The operation method for WAV track faders is the same as VOCALOID Track Faders. However, the default value for WAVE (STEREO) tracks is "-12.3dB".

Master Fader

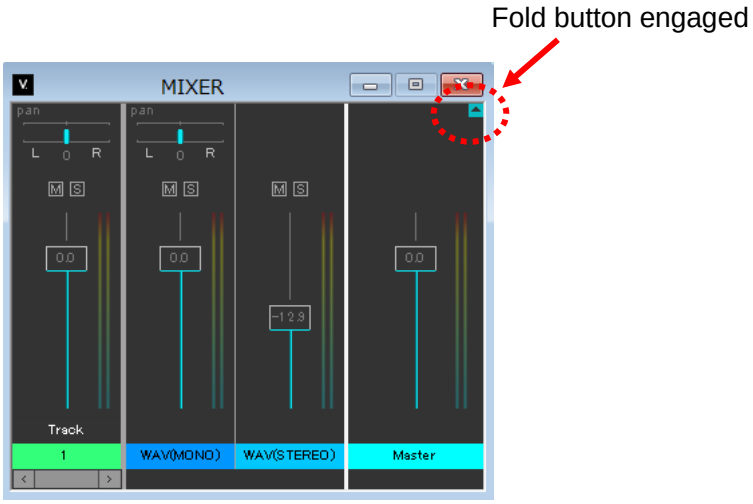


Setting range: - 89.8 to 0 to 6.0 dB (decibels)

The Master fader controls the overall output level of all VOCALOID4 Editor tracks. The operation method is the same as Track Faders.

Fold Button

Each time you click the fold button (upside down triangle▼) on the top right side of the master fader, the display switches between showing only the controls below the mixer window's fold line (pan, mute, solo, track faders) and all parameters in the mixer window.



Note

The list of VST effects that are enabled for exported Wave files

	Track	send	Master
Master Track	**ON**	**ON**	**ON**
Current Track of Musical Editor	**ON**	OFF	OFF
Selected Track in Track Editor	**ON**	OFF	OFF
Each Vocaloid Sequence Track into a Separate File	**ON**	OFF	OFF

Appendix

Phoneme

VOCALOID4 Phonetic Symbol Table (English)

Symbol	Sample	Comments
V	Strut	
e	Them	
I	Kit	
i:	Beef	
{	Trap	
O:	Taught	
Q	Lot	
U	Put	
u:	Boot	
@r	Maker	
eI	Pay	
aI	Buy	
OI	Boy	
@U	Oat	
aU	Loud	
I@	Beer	
e@	Bear	
U@	Poor	
O@	Pour	
Q@	Star	
w	Way	
j	Yellow	
b	Cab	
d	Bad	
g	Bag	

Symbol	Sample	Comments
bh	Big	beginning of syllable, with aspiration
dh	Dog	beginning of syllable, with aspiration
gh	God	beginning of syllable, with aspiration
dZ	Jeans	
v	Vote	
D	Their	
z	Resort	
Z	Asia	
m	Mind	
n	Night	
N	Long	
r	Red	
l	Feel	
l0	List	beginning of syllable
p	Dip	
t	Sit	
k	Rock	
ph	Peace	beginning of syllable, with aspiration
th	Top	beginning of syllable, with aspiration
kh	Kiss	beginning of syllable, with aspiration
tS	Touch	
f	Feel	
T	Think	
s	Sea	
S	Share	
h	Hat	
@	-	schwa (reduced vowel sound) Used only when directly entering phonetic symbols

VOCALOID4 Phonetic Symbol Table (Japanese)

Symbol	Sample (in roman letters)	Comments
a	a i	
i	i ma	
M	u ta	
e	e ga o	
o	o mo i	
k	ko ko ro	
k'	ki bo u	/i/が後ろに続く
g	ge n ki	
g'	gi ri	/i/が後ろに続く
N	o n ga ku	/g/を鼻音化 発音記号を直接入力する場合にのみ使用できます
N'	ka gi	/i/に続く、/g/を鼻音化 発音記号を直接入力する場合にのみ使用できます
s	sa da me	
S	shi a wa se	
z	ki zu	発音記号を直接入力する場合にのみ使用できます
Z	i ji	発音記号を直接入力する場合にのみ使用できます
dz	zu bo shi	単語の始め
dZ	ji bu n	単語の始め
t	ta i do	
t'	ba ra e ti	/i/が後ろに続く
ts	tsu ki	
tS	i no chi	
d	da i chi	
d'	me ro di	/i/が後ろに続く
n	na mi da	
J	ni o i	/i/が後ろに続く
h	ha na	
h\	ma ho u	単語の途中

Symbol	Sample (in roman letters)	Comments
		発音記号を直接入力する場合にのみ使用できます
C	hi na gi ku	/i/が後ろに続く
p\	fu shi gi	
p\'	fi a n se	
b	bo ku	
b'	bi ji n	/i/が後ろに続く
p	po su to	
p'	pi a no	/i/が後ろに続く
m	ma na ko	
m'	mi ra i	/i/が後ろに続く
j	yu me	
4	so ra	
4'	ri ku tsu	/i/が後ろに続く
w	wa ta shi	
N\	ji ka n	

VOCALOID4 Phonetic Symbol Table (Korean)

Symbol	Main Symbol	Complementary Symbol	Sound Classification	Comments
ㅏ	[a]		모음	
ㅑ	[ja]			
ㅓ	[7]			
ㅕ	[j7]			
ㅗ	[o]			
ㅛ	[jo]			
ㅜ	[u]			
ㅠ	[ju]			
ㅡ	[M]			
ㅣ	[i]			
ㅐ, ㅔ	[e]			[ㅐ]와 [ㅔ]를 구별하지 않고, [ㅐ]를 대표음으로 발음
ㅒ, ㅖ	[je]			[ㅒ]와 [ㅖ]를 구별하지 않고, [ㅒ]를 대표음으로 발음
ㅘ	[oa]			
ㅝ	[u7]			
ㅙ, ㅚ, ㅞ	[ue]			[ㅙ],[ㅚ],[ㅞ]는 구별하지 않고, [ㅙ]를 대표음으로 발음
ㅟ	[ui]			
ㅢ	[Mi]			
ㄱ	[g]	[gp]	유성파열음	[gp]는 받침소리
ㄴ	[n]	[np]	비음	[np]는 받침소리
ㄷ	[d]	[dp]	유성파열음	[dp]는 받침소리
ㄹ	[r]	[l],[rp]	유음	[rp]는 받침소리, [l]은 [rp] 뒤의 [r] 발음(영어의 [l] 발음에 해당)
ㅁ	[m]	[mp]	비음	[mp]는 받침소리
ㅂ	[b]	[bp]	유성파열음	[bp]는 받침소리
ㅅ	[s]	[sh]	무성마찰음	[sh]는 [s]가

Symbol	Main Symbol	Complementary Symbol	Sound Classification	Comments
				모음[ja],[j7],[jo],[ju],[i],[je],[ui]와 결합할 때의 발음
ㅇ	[N]	[Np]	비음	[Np]는 받침소리
ㅈ	[c]		유성파찰음	
ㅊ	[ch]		무성파찰음	
ㅋ	[k]			
ㅌ	[t]			
ㅍ	[p]		무성파열음	
ㅎ	[h]		무성마찰음	
ㄲ	[g']		유성파열음	
ㄸ	[d']			
ㅃ	[b']			
ㅆ	[s']	[sh']	무성마찰음	[sh']는 [s']가 모음[ja],[j7],[jo],[ju],[i],[je],[ui]와 결합할 때의 발음
ㅉ	[c']		유성파찰음	

VOCALOID4 Phonetic Symbol Table (Spanish)

Symbol	Sample	Comments
a	Padre	
e	Enero	
i	Finca	
o	Foco	
u	unidos	
I	Aire	forms diphthong [a I]
	rey	forms diphthong [e I]
	hoy	forms diphthong [o I]
	muy	forms diphthong [u I]
U	Pausa	forms diphthong [a U]
	neutro	forms diphthong [e U]
	bou	forms diphthong [o U]
j	Hacia	palatal approximant
	tierra	forms diphthong [j a]
	piojo	forms diphthong [j e]
	viuda	forms diphthong [j o]
		forms diphthong [j u]
w	cuadro	forms diphthong [w a]
	fuego	forms diphthong [w e]
	cuota	forms diphthong [w o]
	fuimos	forms diphthong [w i]
p	Perro	
t	Tuyo	
k	Carro	
b	Vino	occlusive
d	Donde	occlusive
g	Gata	occlusive
B	Cabra	approximant
D	Nada	approximant
G	Luego	approximant
tS	Chico	

Symbol	Sample	Comments
f	Fácil	
T	Pez	
s	Sala	
x	Jamón	
m	madre	
n	Nada	
J	Caña	
l	hablar	
r	Pero	sometimes written as [4]
rr	Perro	sometimes written as [r]
L	Millón	palatal lateral approximant, in some accents pronounced [j\] (see: yeísmo)
j\	Sayo	voiced palatal fricative, sometimes pronounced [j]

VOCALOID4 Phonetic Symbol Table (Chinese)

Symbol	Sample (pinyin)	Comments
a	Ba	
o	Po	
7	Ke	
i	ji , yi	
u	fu , wu	
y	ju , qu , xu , nv , lv , yu	following /j/ , /q/ , /x/ (pinyin : u) following /n/ , /l/ (pinyin : v)
@`	Er	
i\	zi , ci , si	following /z/ , /c/ , /s/ (pinyin : i)
i`	zhi , chi , shi , ri	following /zh/ , /ch/ , /sh/ , /r/ (pinyin : i)
aI	Sai	
ei	Fei	
AU	Hao	
@U	Hou	
ia	xia , ya	
iE_r	jie, ye	
ua	kua , wa	
uo	huo , wo	
yE_r	jue , que , xue , nve , lve , yue	following /j/ , /q/ , /x/ (pinyin : ue) following /n/ , /l/ (pinyin : ve)
iAU	xiao , yao	
i@U	jiu , you	
uaI	kuai , wai	
uei	gui , wei	
a_n	Fan	
@_n	Fen	
i_n	xin , yin	
iE_n	qian , yan	
ua_n	duan , wan	
u@_n	dun , wen	

Symbol	Sample (pinyin)	Comments
y_n	xun , yun	
y{_n	xuan , yuan	
AN	Pang	
@N	Beng	
iN	xing , ying	
iAN	xiang , yang	
uAN	chuang , wang	
u@N	Weng	
UN	Dong	
iUN	xiong , yong	
p	Bo	
p_h	Po	
m	Mo	
f	Fo	
t	De	
t_h	Te	
n	Ne	
l	Le	
k	Ge	
k_h	Ke	
x	He	
ts\	Ji	
ts_h	Qi	
s\	Xi	
ts`	Zhi	
ts`_h	Chi	
s`	Shi	
z`	Ri	
ts	Zi	
ts_h	Ci	
s	Si	

VOCALOID4 Phonetic Symbol Table (Chinese) (Bopomofo)

Symbol	Sample (bopomofo)	Comments
a	ㄅㄚ	
o	ㄆㄛ	
7	ㄎㄜ	
i	ㄐㄧ, ㄧ	
u	ㄈㄨ, ㄨ	
y	ㄐㄩ, ㄑㄩ, ㄒㄩ, ㄋㄩ, ㄌㄩ, ㄩ	
@`	ㄦ er	
i\	ㄕ, ㄔ, ㄙ	vowel part
i`	ㄓ, ㄔ, ㄕ, ㄖ	vowel part
aI	ㄙㄞ	
ei	ㄈㄟ	
AU	ㄏㄠ	
@U	ㄏㄡ	
ia	ㄒㄧㄚ, ㄧㄚ	
iE_r	ㄐㄧㄝ, ㄧㄝ	
ua	ㄎㄨㄚ, ㄨㄚ	
uo	ㄏㄨㄛ, ㄨㄛ	
yE_r	ㄐㄩㄝ, ㄑㄩㄝ, ㄒㄩㄝ, ㄋㄩㄝ, ㄌㄩㄝ, ㄩㄝ	
iAU	ㄒㄧㄠ, ㄧㄠ	
i@U	ㄐㄧㄡ, ㄧㄡ	
uaI	ㄎㄨㄞ, ㄨㄞ	
uei	ㄍㄨㄟ, ㄨㄟ	
a_n	ㄈㄢ	
@_n	ㄈㄣ	
i_n	ㄒㄧㄣ, ㄧㄣ	
iE_n	ㄑㄧㄢ, ㄧㄢ	
ua_n	ㄉㄨㄢ, ㄨㄢ	

Symbol	Sample (bopomofo)	Comments
u@_n	ㄅㄨㄣ, ㄨㄣ	
y_n	ㄒㄩㄣ, ㄩㄣ	
y{_n	ㄒㄩㄢ, ㄩㄢ	
AN	ㄆㄤ	
@N	ㄅㄥ	
iN	ㄒㄧㄥ, ㄧㄥ	
iAN	ㄒㄧㄤ, ㄧㄤ	
uAN	ㄔㄨㄤ, ㄨㄤ	
u@N	ㄨㄥ	
UN	ㄅㄨㄥ	
iUN	ㄒㄩㄥ, ㄩㄥ	
p	ㄅㄛ	
p_h	ㄆㄛ	
m	ㄇㄛ	
f	ㄈㄛ	
t	ㄉㄜ	
t_h	ㄊㄜ	
n	ㄋㄜ	
l	ㄌㄜ	
k	ㄍㄜ	
k_h	ㄎㄜ	
x	ㄏㄜ	
ts\	ㄐㄧ	
ts_h	ㄑㄧ	
s\	ㄒㄧ	
ts`	ㄓ	consonant part
ts`_h	ㄔ	consonant part
s`	ㄕ	consonant part
z`	ㄖ	consonant part
ts	ㄗ	consonant part
ts_h	ㄘ	consonant part
s	ㄙ	consonant part

Shortcut Keys

The functions assigned to shortcut keys are shown below.

Transport Shortcuts

Functions	Shortcut Keys	Description
Rewind	[-] (numeric)	Moves back one measure
Fast Forward	[+] (numeric)	Moves forward one measure
Playback / Stop	Space key or [Enter] (numeric)	Plays if pressed when stopped, stops if pressed when playing
Top	[.] (Period)	The song position moves to the beginning of the sequence.
Top	[Ctrl]+[Home]	Moves to the beginning of the sequence
End	[Ctrl]+[End]	Moves to the end of the sequence
Plays only when a part is open	[Shift] + space key	Plays only the currently open part
Set Position Here	[Ctrl]+[G]	Song position moves to the mouse cursor position

Edit Tool/Edit Function Shortcuts

Edit Tools/Edit Functions	Shortcut Keys	Description
Arrow Tool	[Ctrl]+[1]	Selects the arrow tool
Pencil Tool	[Ctrl]+[2]	Selects the pencil tool
Line Tool	[Ctrl]+[3]	Selects the line tool
Eraser Tool	[Ctrl]+[4]	Selects the eraser tool
Copy	[Ctrl]+[C]	Copies the selected item
Delete	[Delete]	Deletes the selected item
Paste	[Ctrl]+[V]	Pastes the selected item
Undo	[Ctrl]+[Z]	Returns to the condition immediately before the last edit
Redo	[Ctrl]+[Y]	Redoes the previously undone edit

Miscellaneous

Functions	Shortcut Keys	Description
Edit menu (contextual menu)	[Shift]+[F10]	Displays the same Edit menu as with right-click
Opening the User Manual	[F1]	Opens the user manual
Enters text-edit mode for lyrics	[F2]	Enters text-edit mode when a note is clicked and F2 is pressed. Enters text-edit mode if a note is double-clicked as well.
Show/Hide Mixer	[F3]	Show/hide mixer window
Show/Hide Transport Bar	[F4]	Show/hide transport bar
Maximize Window	[F11]	Maximizes window (Returns maximized window to original size)
Execute Pitch RenderingFunction	[P]	Starts pitch rendering
Switches between editing lyrics/editing phoneme	[Alt] + [↑] or [Alt] + [↓]	Switches between lyric edit mode/phoneme edit mode when editing lyrics or phoneme
Select next note	[Tab]	Moves to next note when editing lyrics or phoneme
Select previous note	[Shift]+[Tab]	Moves to previous note when editing lyrics or phoneme
Zoom In Horizontally	[Ctrl] + [→]	Zooms in horizontally
Zoom Out Horizontally	[Ctrl] + [←]	Zooms out horizontally
Next Window	[Ctrl]+[Tab]	Displays next window
Show/Hide Control Parameter	[Ctrl]+[E]	Shows/hides control parameter
Change the display of Control Parameter to DYN	[Ctrl]+[Shift]+[D]	Change the display of Control Parameter to DYN
Change the display of Control Parameter to XSY	[Ctrl]+[Shift]+[X]	Change the display of Control Parameter to XSY
Change the display of Control Parameter to PIT	[Ctrl]+[Shift]+[T]	Change the display of Control Parameter to PIT

Right-Click Menus Shift + F10

The contextual menus that are displayed when right-clicking are shown below.

◆ Right: Shortcut Key Menu

Right-Click on Track

- Set Position Here [Ctrl]+[G]
- Arrow [Ctrl]+[1]
- Pencil [Ctrl]+[2]
- Eraser [Ctrl]+[4]
- Quantize
- Part Length
- Cut [Ctrl]+[X]
- Copy [Ctrl]+[C]
- Paste [Ctrl]+[V]
- Delete [Delete]
- Select All Parts [Ctrl]+[A]
- Select All Musical Parts
- Select All WAV Parts
- Select all Parts in the Selected Track [Ctrl]+[Shift]+[A]
- Singer
- Pitch Snap Mode
- Part Property

Right-Click on Piano-Roll

- Set Position Here [Ctrl]+[G]
- Arrow [Ctrl]+[1]
- Pencil [Ctrl]+[2]
- Eraser [Ctrl]+[4]
- Quantize
- Note Length
- Note Fixed Length
- Cut [Ctrl]+[X]
- Copy [Ctrl]+[C]
- Paste [Ctrl]+[V]

- Delete [Delete]
- Select All [Ctrl]+[A]
- Select All Events [Ctrl]+[Shift]+[A]
- Singer
- Insert Lyrics
- Revert to Default Lyrics
- Phoneme Protect
- Note Property

Right-Click on Control Parameter

- Set Position Here [Ctrl]+[G]
- Arrow [Ctrl]+[1]
- Pencil [Ctrl]+[2]
- Line [Ctrl]+[3]
- Eraser [Ctrl]+[4]
- Cut [Ctrl]+[X]
- Copy [Ctrl]+[C]
- Paste [Ctrl]+[V]
- Delete [Delete]
- Select All Events [Ctrl]+[Shift]+[A]
- Swap Edit and Back
- Singer

Troubleshooting

For answers to the frequently asked questions, see the following website
.
http://net.vocaloid.com/en/support/faq/category/1